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GAMEPRO®

#1 VIDEO GAME MAGAZINE

Exclusive! Alien 3

The Game! Plus–Sneak Peek Movie Outtakes and Dark Horse Comics' Cool Adaptation. Pg. 50

CD-ROM!

New Systems & Games Starring the Hot Sega CD! Pg. 22!

Genesis!

Bart vs. The Space Mutants
Evander Holyfield "Real Deal" Boxing
Cyber Cop

SNES!

Hook • Arcana
Magic Sword

New NES!

Gargoyle's Quest II
Prince of Persia

Accolade's Secret New Game Project Revealed! Pg. 54

An IDG Communications Publication
July 1992
$3.95 Canada $4.95 UK £2.95

Cover art courtesy of Dark Horse Comics, Inc.
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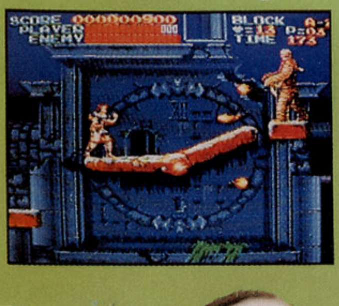
Our Critics Talked About Us So Much We Started Rippin' Them.

Castlevania IV. The year's best action adventure game for any system has arrived.

Game Pro



Castlevania IV is the first REAL reason to purchase a Super Nintendo. Konami took the time to take full advantage of the SNES 's 16-bit technology.

Game Pro

ACTION/ADVENTURE GAME OF THE YEAR AWARD & SOUND ACHIEVEMENT AWARD

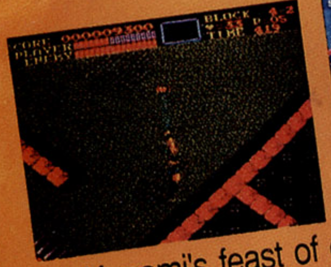
Game Pro Reader's Choice Awards

The mode 7 effects are incredible. Castlevania IV takes video gaming to new heights.

Electronic Gaming Monthly

Great sound effects like the whip and howling of wolves will send chills up your spine.

Super NES Nintendo Player's Guide



It's Konami's feast of graphics and gameplay that will haunt you until the moment of victory.

Super NES Nintendo Player's Guide

Challenging and interesting game play make Castlevania IV live up to its heritage.

Video Games & Computer Entertainment

Super Castlevania IV
LICENSED BY Nintendo
Assemble your weaponry and then launch headlong into enemy infested darkness for a challenge like you've never experienced!
KONAMI
SUPER NINTENDO ENTERTAINMENT SYSTEM

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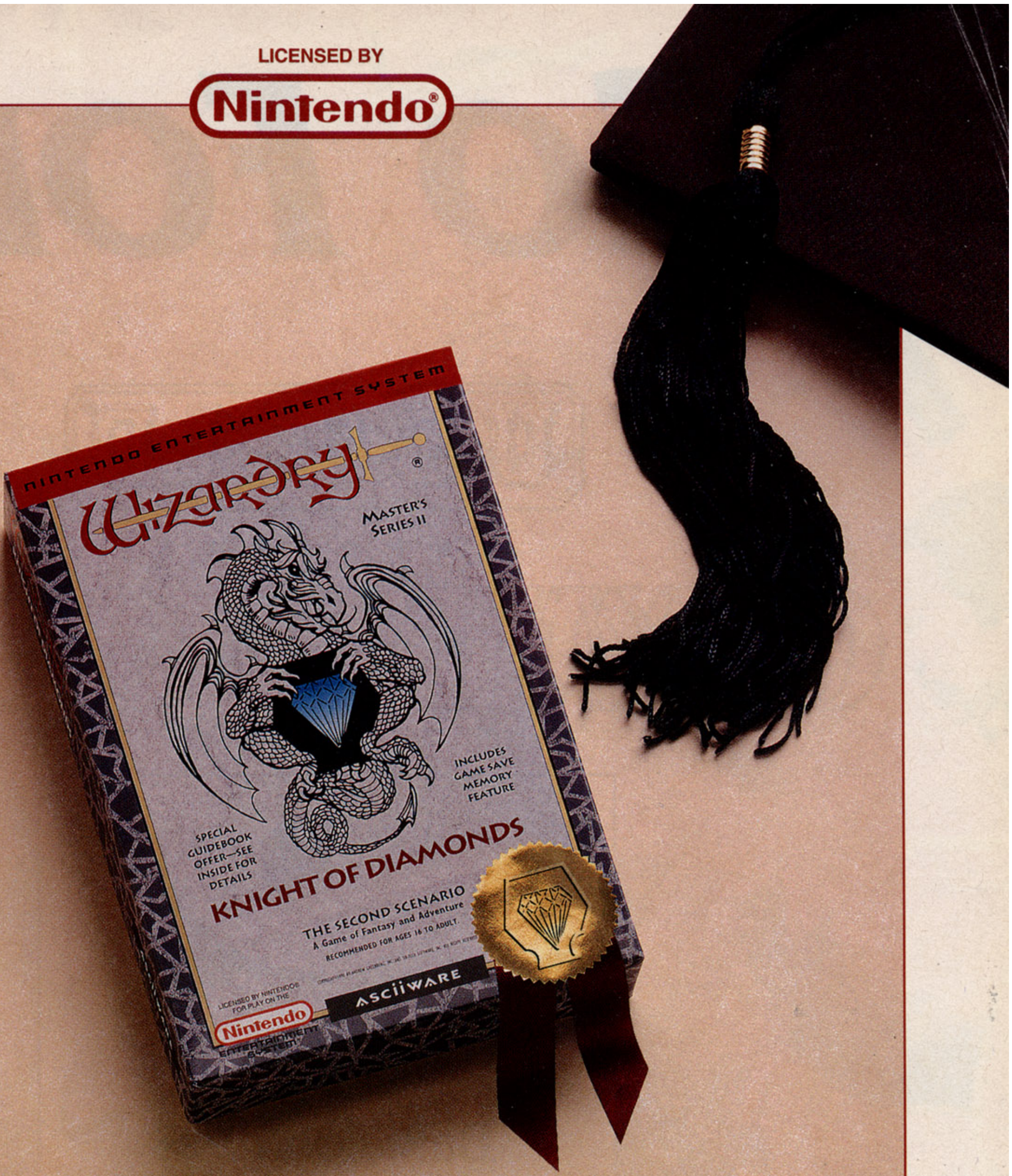
NINTENDO ENTERTAINMENT SYSTEM
Wizardry®
MASTER'S SERIES II
INCLUDES GAME SAVE MEMORY FEATURE
SPECIAL GUIDEBOOK OFFER—SEE INSIDE FOR DETAILS
KNIGHT OF DIAMONDS
THE SECOND SCENARIO
A Game of Fantasy and Adventure
RECOMMENDED FOR AGES 16 TO ADULT
LICENSED BY NINTENDO FOR PLAY ON THE
Nintendo ENTERTAINMENT SYSTEM
asciiWARE

Get your Ph.D in RPG.

We've captured a special kind of magic in Knight of Diamonds, the Second Scenario. If you've never played Wizardry, you won't find anything like it on the Nintendo Entertainment System. This is role-playing at the highest level—a game in a class by itself. Soon, you'll find out what experienced players already know—playing Wizardry isn't easy. But stopping is even tougher.

THIS IS WHAT YOU GOT INTO ROLE-PLAYING FOR.

ASCIIWARE™

Official Nintendo Seal of Quality®

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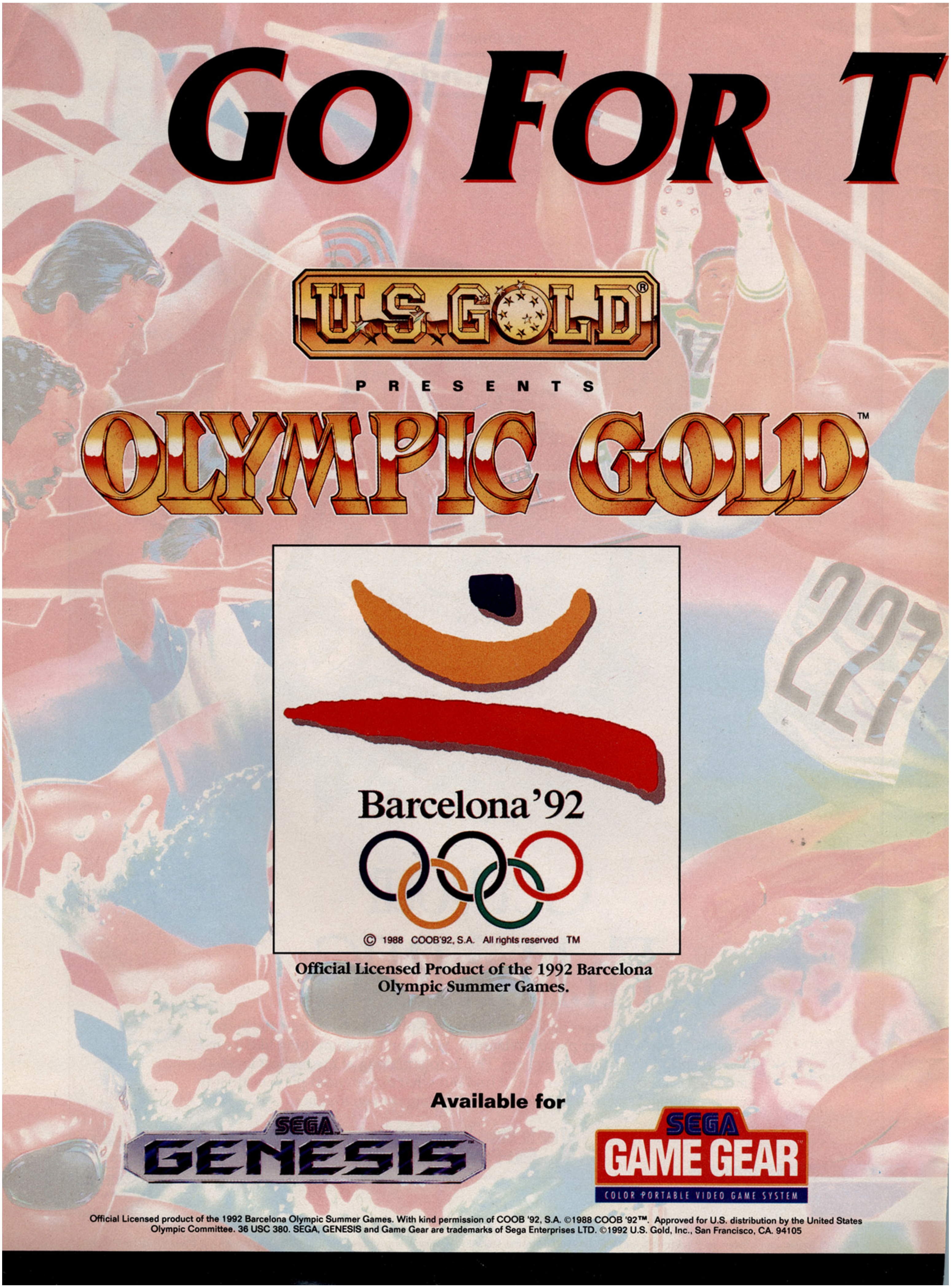
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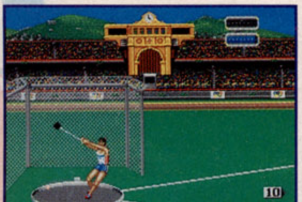
HE GOLD...

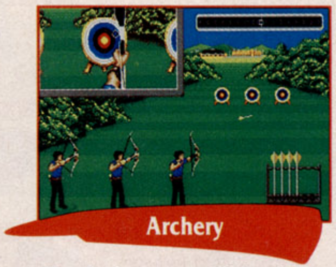
7 Olympic Games Events

Barcelona, 1992. It's the Olympic Summer Games, and your once in a lifetime chance to prove yourself in a world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate competition. Break a world record. Smash an Olympic Games record. Or beat a friend. Here's the rundown:



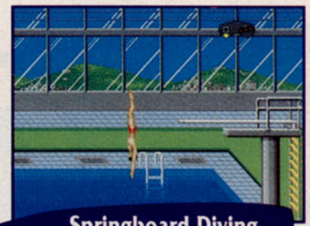
Hammer Throw

Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?



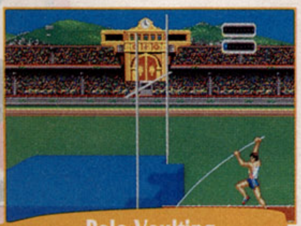
Archery

The farther you pull the bow, the harder to hold your aim steady.



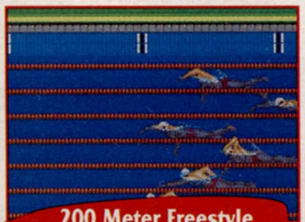
Springboard Diving

Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.



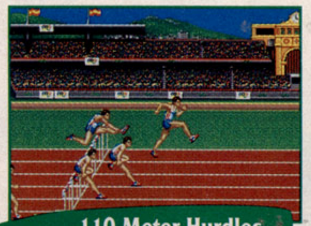
Pole Vaulting

The hardest event. Plant the pole and time your release to clear record heights.



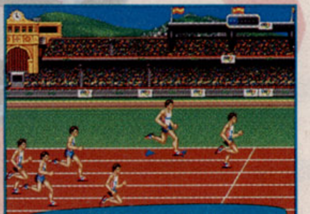
200 Meter Freestyle Swimming

Bang those turns but conserve your strength to sprint for the gold.



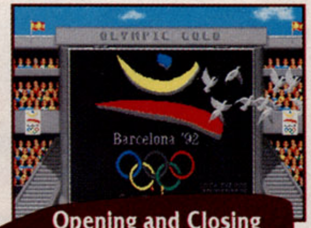
110 Meter Hurdles

Timing your jumps is everything in this event.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.



OLYMPIC GOLD
Barcelona '92

Opening and Closing Ceremonies

Light the torch and let the Games begin . . . Fireworks will bring them to a close.

U.S. GOLD
OLYMPIC GOLD
Barcelona '92
SEGA
GENESIS
U.S. GOLD
OLYMPIC GOLD
Barcelona '92
SEGA
SEGA GAME GEAR

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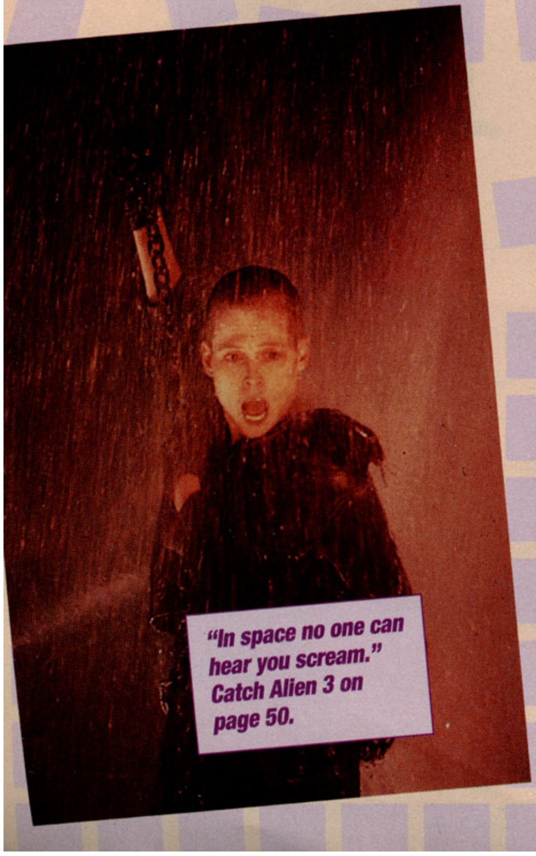
This one's gonna Hook ya! See page 58.



"In space no one can hear you scream." Catch Alien 3 on page 50.

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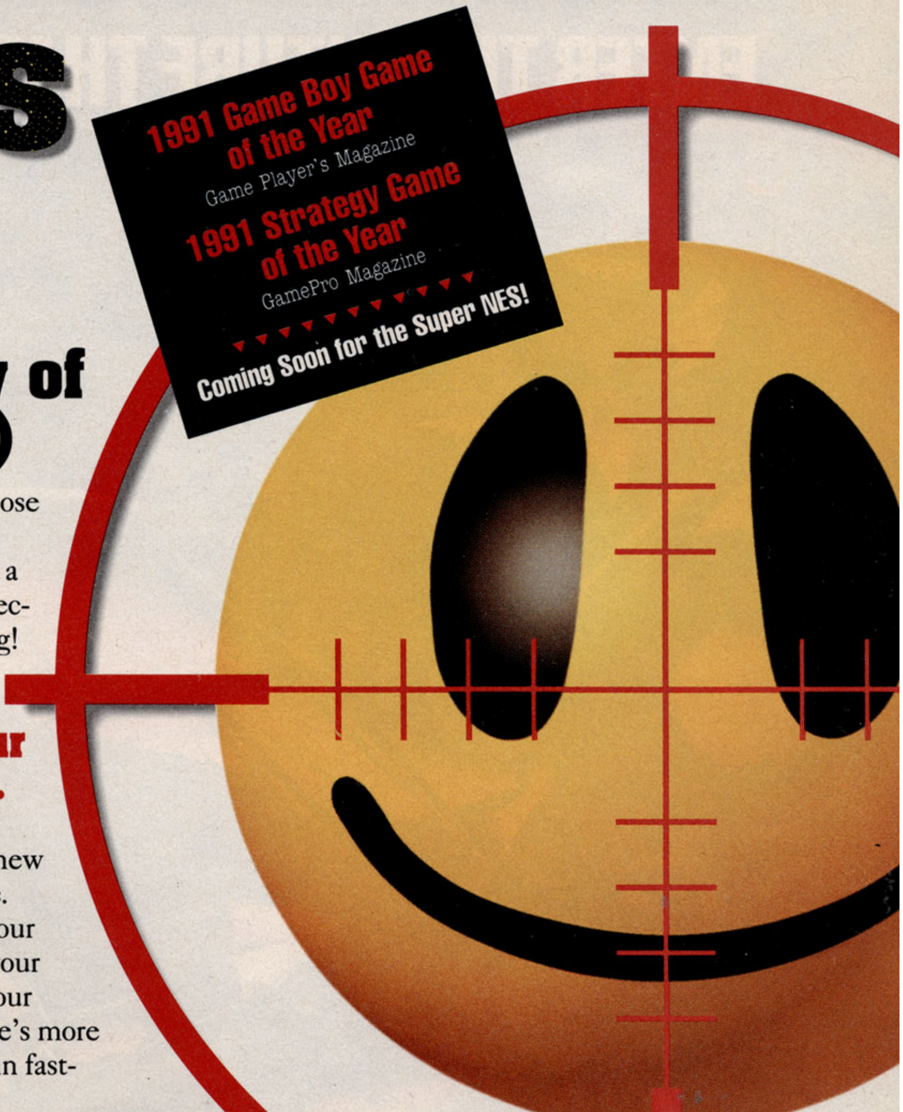
Wipe the smile off this face!

(And maybe a few of your friends, too!)

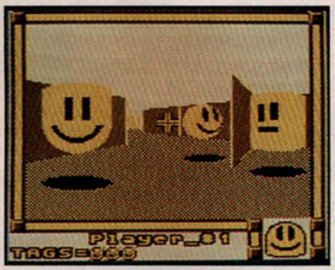
Here's your chance to wipe the smiles off those annoying happy faces once and for all! In FaceBall 2000, "Have a Nice Day" takes on a whole new meaning — in first-person perspective, with 3D graphics and 360° maneuvering!



1991 Game Boy Game of the Year
Game Player's Magazine

1991 Strategy Game of the Year
GamePro Magazine

Coming Soon for the Super NES!



Player_#1
TAGS=000

WATCH OUT! They only look happy!

Get into your Game Boy...

And we mean *into!* FaceBall 2000 is a new virtual reality game. You don't just *see* your character, you *are* your character. Feel like you're actually inside your Game Boy as you move through CyberScape's more than 70 treacherous mazes — or the Arena, in fast-paced rounds of high-tech combat.

Bring your friends along!

Sure. You can take on the Smiloids alone. But with your Game Link™ cable or Four Player Adapter, those faces can belong to your friends! Play one-on-one, two against two, or free-for-all!

More than four times the fun with the Four Player Adapter!

Nintendo
GAME BOY
FACEBALL
2000
1-4 PLAYERS
Nintendo
Bullet-Proof Software

It pay$ to play together.

Don't miss your chance to get up to $5 back with our multiplayer rebate! You'll find all the info inside your FaceBall 2000 package when you open it up for the game of your life! But hurry. Some of your friends might be buying FaceBall 2000 right now. If they get in too much practice without you, the smile that gets wiped might be your own!

FACEBALL 2000

A whole new way to get into your Game Boy.

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The Best Games in the World™

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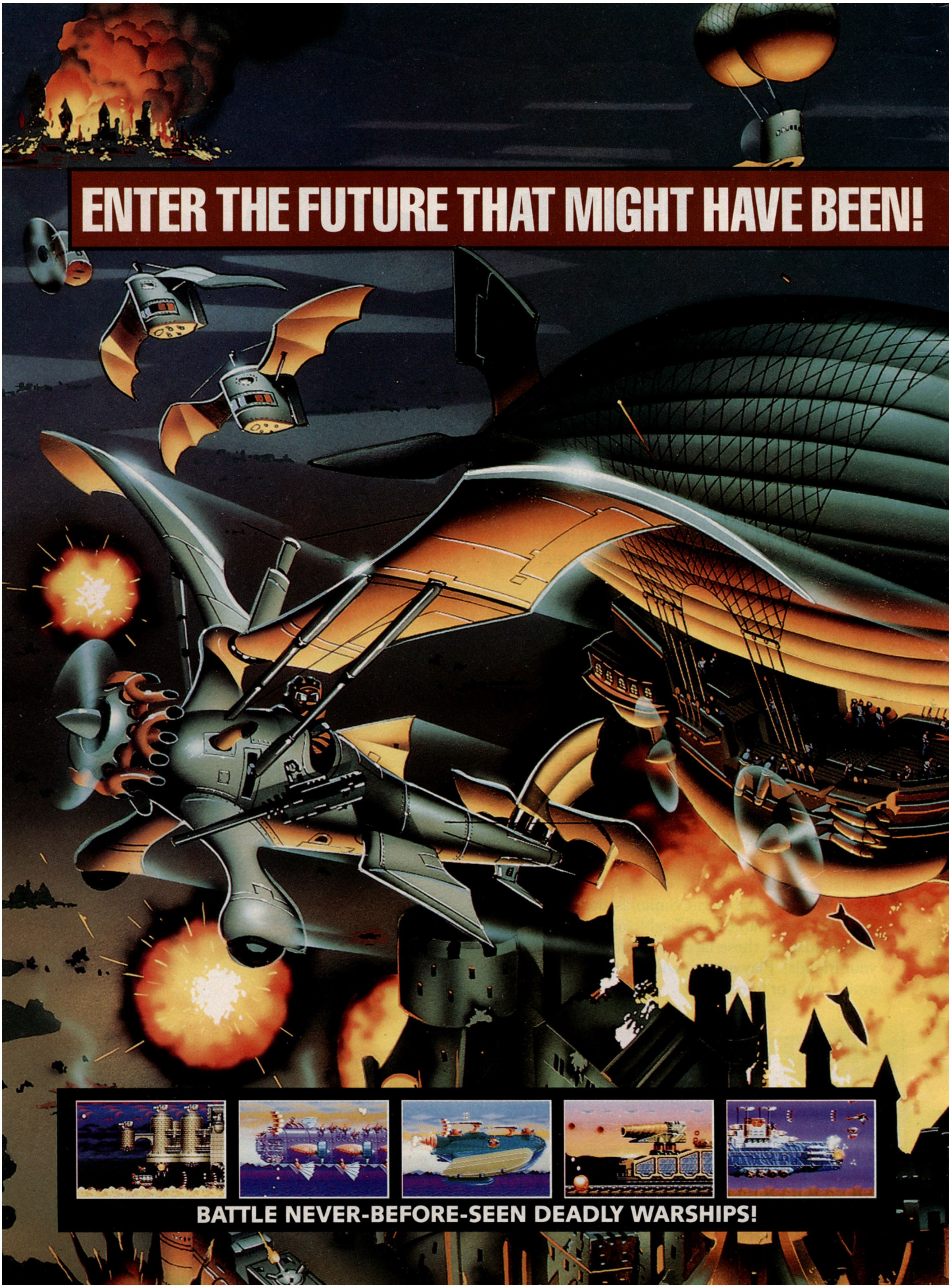
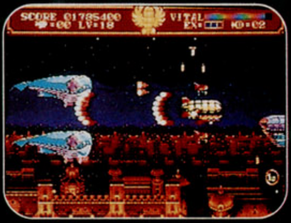
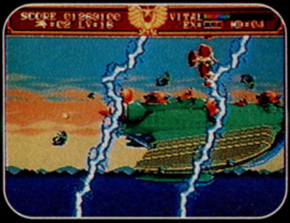

ENTER THE FUTURE THAT MIGHT HAVE BEEN!
BATTLE NEVER-BEFORE-SEEN DEADLY WARSHIPS!

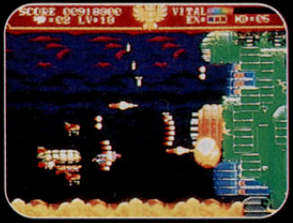
STEEL EMPIRE



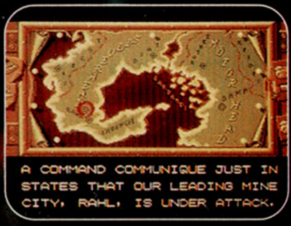
Control of the sky
is the key to victory
in the Age of Steel



Unleash a storm
of destruction with
your Lightning Bomb

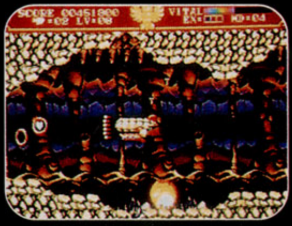


Launch an assault
on the heavily armored
Aero Gun Ship

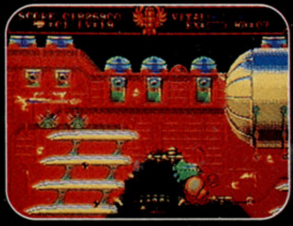


A COMMAND COMMUNIQUE JUST IN STATES THAT OUR LEADING MINE CITY, RAHL, IS UNDER ATTACK.

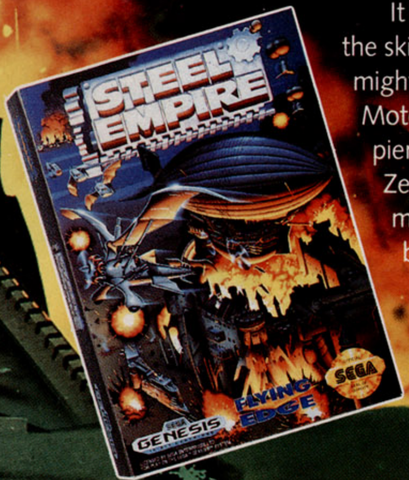
The Motorhead Empire
is steamrolling
across its borders



Landslides fill the
caverns with boulders
and explosive gases



Don't let
General Styron
escape justice!



It is the Age of Steel. Mammoth battleships cruise the skies. Invincible fortresses float on air... and military might rules the day. Only one hope against the evil Motorhead Empire invasion remains...You! Fire armor piercing missiles from your Striker aircraft and Z-01 Zeppelin and reduce Motorhead's juggernauts to molten metal. Enter the future that might have been...and wage the war of the *Steel Empire!*

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16-BIT CARTRIDGE

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Good Things Are Happening All Over

By The GamePros

There's plenty of action in video games right now, both in the industry and on your TV screens. At GamePro, we hustle to get you the best info, reviews, tips, and tactics around, but we want to keep it all fresh! This issue we've got some new features and new takes on our regular features.

In space, no one can hear you scream – so let out a healthy holler as you check out our special spread on Aliens 3, the movie, the game, and the comic.

There's little doubt that video games are poised and ready to step into tomorrow on the back of a paper thin piece of metal-coated plastic, the compact disc. Naturally, the key issues will be whether CD software can keep up hardware interest and if CD hardware can support great software. At the Summer Consumer Electronics Show in Chicago, there was little doubt that the hardware is here...or at least on its way. Take a peek at this issue's Special Feature on CD-ROM Game Systems, The Cutting Edge, and Overseas ProSpects.

Once every four years, athletes from all over the world face each other for competition and friendship...the Olympics. Now you can compete, too. The Sports Pages look at video versions of the Olympic games by U.S. Gold, Capcom, and Electronic Arts.

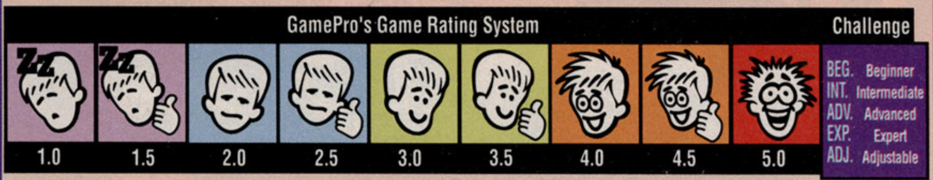
How are video games made and who makes 'em? Accolade offers to open its doors and bear its soul to all who want to know. In this and subsequent issues, you'll follow along with us through the trials, tribulations, and triumphs of a very special 'cat by Accolade.

We are family! The Team GamePro Page makes its debut this issue. That's not all! See Gargoyle's Quest II by Acclaim and Hillsfar by FCI for the NES. For the Genesis, check out Bart vs. the Space Mutants by Acclaim, Todd's Adventures in Slimeworld by Renovation, and Evander Holyfield's Real Deal Boxing. The SNES section is also magic with Hook by Sony Imagesoft, Might and Magic II by American Sammy, and Magic Sword by Capcom. Thunder through the Gates of Thunder by Turbo Technologies for the the TurboGrafx-16 Super CD.

Don't forget about great handheld games. We didn't! The Adventures of Star Saver from Taito and Super Hunchback by Ocean are solid Game Boy carts. Lynxers will enjoy red-blooded American entertainment with Hockey and Casino. And there's a special preview of Game Gear games due out by the end of the year.

Video games are getting better and better. To keep up, GamePro wants to be better, too!

GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the onscreen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

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Volume #4; July 1992 Issue

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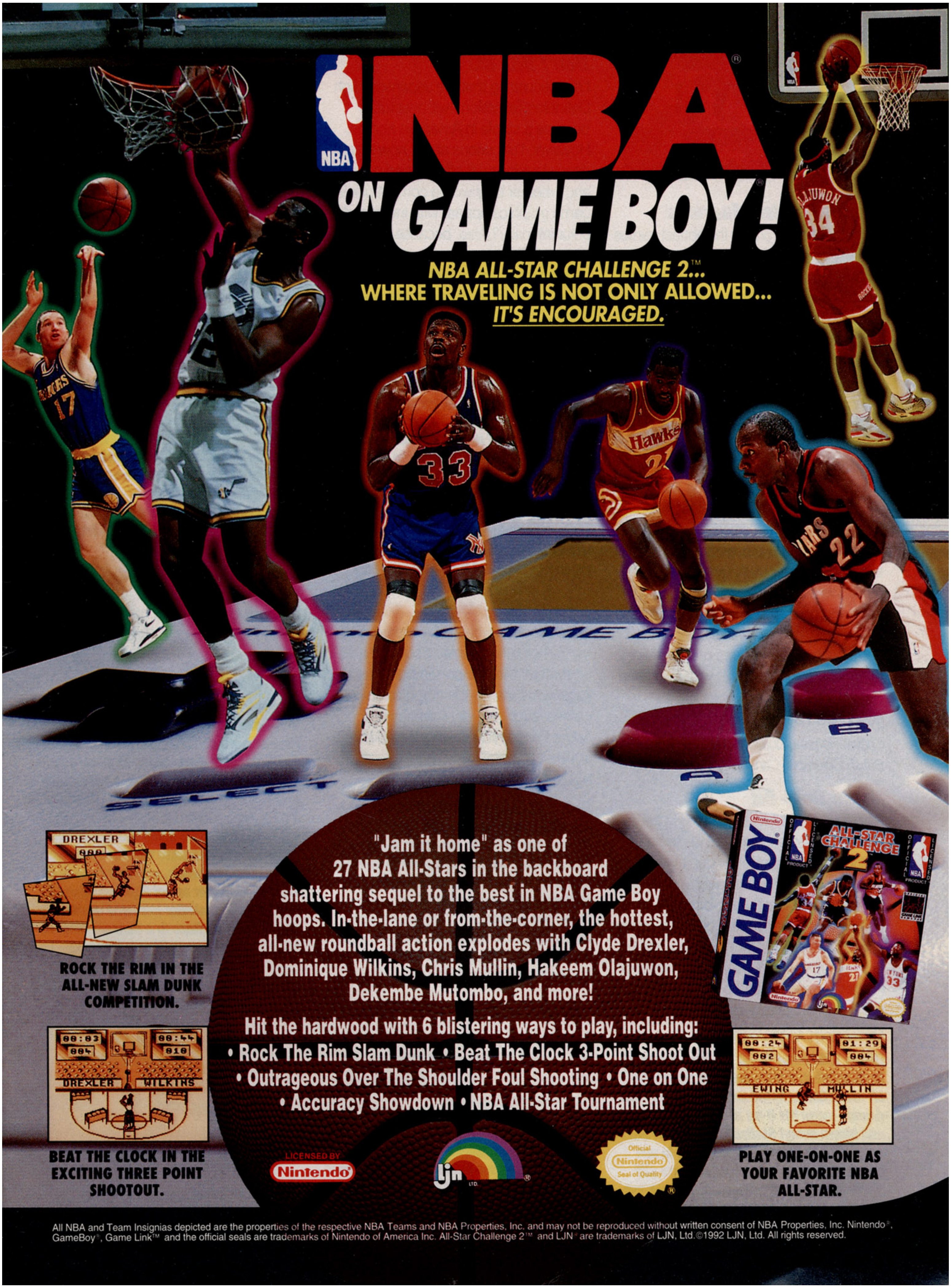
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IT'S ENCOURAGED.

"Jam it home" as one of 27 NBA All-Stars in the backboard shattering sequel to the best in NBA Game Boy hoops. In-the-lane or from-the-corner, the hottest, all-new roundball action explodes with Clyde Drexler, Dominique Wilkins, Chris Mullin, Hakeem Olajuwon, Dekembe Mutombo, and more!

Hit the hardwood with 6 blistering ways to play, including:
• Rock The Rim Slam Dunk • Beat The Clock 3-Point Shoot Out
• Outrageous Over The Shoulder Foul Shooting • One on One
• Accuracy Showdown • NBA All-Star Tournament

ROCK THE RIM IN THE ALL-NEW SLAM DUNK COMPETITION.

BEAT THE CLOCK IN THE EXCITING THREE POINT SHOOTOUT.

PLAY ONE-ON-ONE AS YOUR FAVORITE NBA ALL-STAR.

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Street Fighter Madness

Without a doubt, one of the hottest games on the market is the intensely awesome Street Fighter II. It has set a new standard in one-on-one brawling games and has created some great publicity for Capcom. In fact, any arcade I go to has at least one, sometimes as many as eight, Street Fighter II coin-ops! Now, with the release of the Championship Edition, I'm sure the excitement's going to heat up even more.

Some friends and I have banded together to form a Street Fighter Club. People from all over are joining and we get together in groups to play Street Fighter II at the local arcade. Tips and tactics are constantly being traded amongst us whenever new maneuvers are mastered. We even have plans to begin running local home tournaments via the new SNES SFII version. Thanks Capcom! You've helped bring hours of enjoyment to me and my friends with your awesome Street Fighter games. Looks like it's gonna' be a Street Fightin' summer!

Shawn Holmes, Qualicum Beach
British Columbia, Canada

Down On 8-Bit

Now that the 16-bit revolution is in full swing, why do people continue to buy inferior 8-bit games? Why don't they save their money for the reasonably priced 16-bit systems instead? Let's face it! 8-bit gaming has gone the way of the dinosaur and the LP record. Once people wake-up to this fact, you can reduce your Nintendo ProReview section and begin beefing up the section that really counts – the 16-bit!

Mark Zelinka, Middletown, CT

(Wow! Talk about 16-bit passion! It's tough to disagree that the somewhat heated 16-bit revolution is in full swing. However, that doesn't mean the 8-bit market has dried up and blown away! Statistics show that there are millions of 8-bit NES units still in use today, and many of the licensees are still developing 8-bit titles to support these systems. Don't write off the good old Nintendo 8-bit system just yet! – Ed.)

Don't Box Me In

I'm speculating that the Japanese High Definition Televisions will eventually become a staple in American homes. However, I'm curious about how these new televisions will effect video games and whether they will be compatible. Will game graphics appear with increased color intensity? Also, because the shape of the HDTV screens are rectangular, will gamers experience any black/blank areas around the sides of the screens?

John MacDonald, Detroit, MI

(Current video games will be compatible with the HDTV through NTSC (standard video) outlets on the back of the HDTVs. However, it's difficult to say when or whether the new game systems will take full advantage of HDTV's resolution. As for the black "letter box" effect, the internal hardware of game systems, such as the SNES or Genesis, would need to be changed to accommodate the HDTV's screen dimensions. If not, chances are high that gamers will experience some black/blank areas around the sides of their games. – Ed.)

Sweet 16

I was shocked when I discovered that my TurboGrafx-16 wasn't actually a 16-bit system. More importantly, I'd like to know what makes the graphics on games, such as Keith Courage and Andre Panza Kick Boxing, look like actual 16-bit material?

Darren Brown, Toronto, Ontario

(Yes, it's true that the TG-16 doesn't have the same 16-bit processors that the Genesis and the SNES do. However, it does have two separate customized 8-bit processors. Without getting too technical, these specialized chips enable the TG-16 to run faster (no slowdown). They also enable programmers to work with a large palate of colors, which helps give the TG-16's graphics a 16-bit look and feel. – Ed.)

Video-Celebs

I've just recently subscribed to GamePro and I've yet to see any interviews done with celebrities who play video games. Don't you do interviews?

Ben Reeves, El Toro, CA

(In the Spring of 1989 when GamePro first hit the shelves, we published a few interviews with "celebrities" in the video game industry. Also, last fall we published a special issue, "Celebrity Video Gamers," filled with celebrity interviews. However, through information we've gathered from our annual Reader's Survey, we discovered that celebrity interviews ranked very low amongst most of our readers. Since GamePro is published for the readers, we decided to discontinue celebrity specials until our survey results and/or "Dear Editor" letters indicate otherwise. – Ed.)

RAMbling On

Could somebody please explain to this non-techie what the difference is between a ROM and a RAM?

Larry Peterson, Phoenix, AZ

(RAM (random access memory) is found in a home computer's internal make up. The RAM enables someone to input and store information on their computer. Video games, on the other hand, contain ROM (read only memory). ROMs contain pre-programmed information that can only be read by the internal hardware of your video game system. You cannot input any additional information into a ROM. – Ed.)

Word on the Streets

Ynze Smith sent in a letter (May '92 issue) asking about the rumor of a possible Street Fighter II for the Genesis. Have you received any more information since then?

Justin Maciejewski, Egg Harbor, NJ

(To date, neither Capcom or Sega is willing to comment on the Street Fighter II rumor. However, we do know that Capcom Japan has licensed a game called Fighting Street 2 to NEC Japan. If you recall, a while back a game called Fighting Street was released for the Turbo Grafx-16. Sure enough, Fighting Street ended up being nearly identical to the American arcade version of Street Fighter. Unfortunately, we have no way of knowing whether or not Fighting Street 2 will follow in a similar path and eventually find its way, perhaps in a Genesis version, to the U.S. Keep your fingers crossed! – Ed.)

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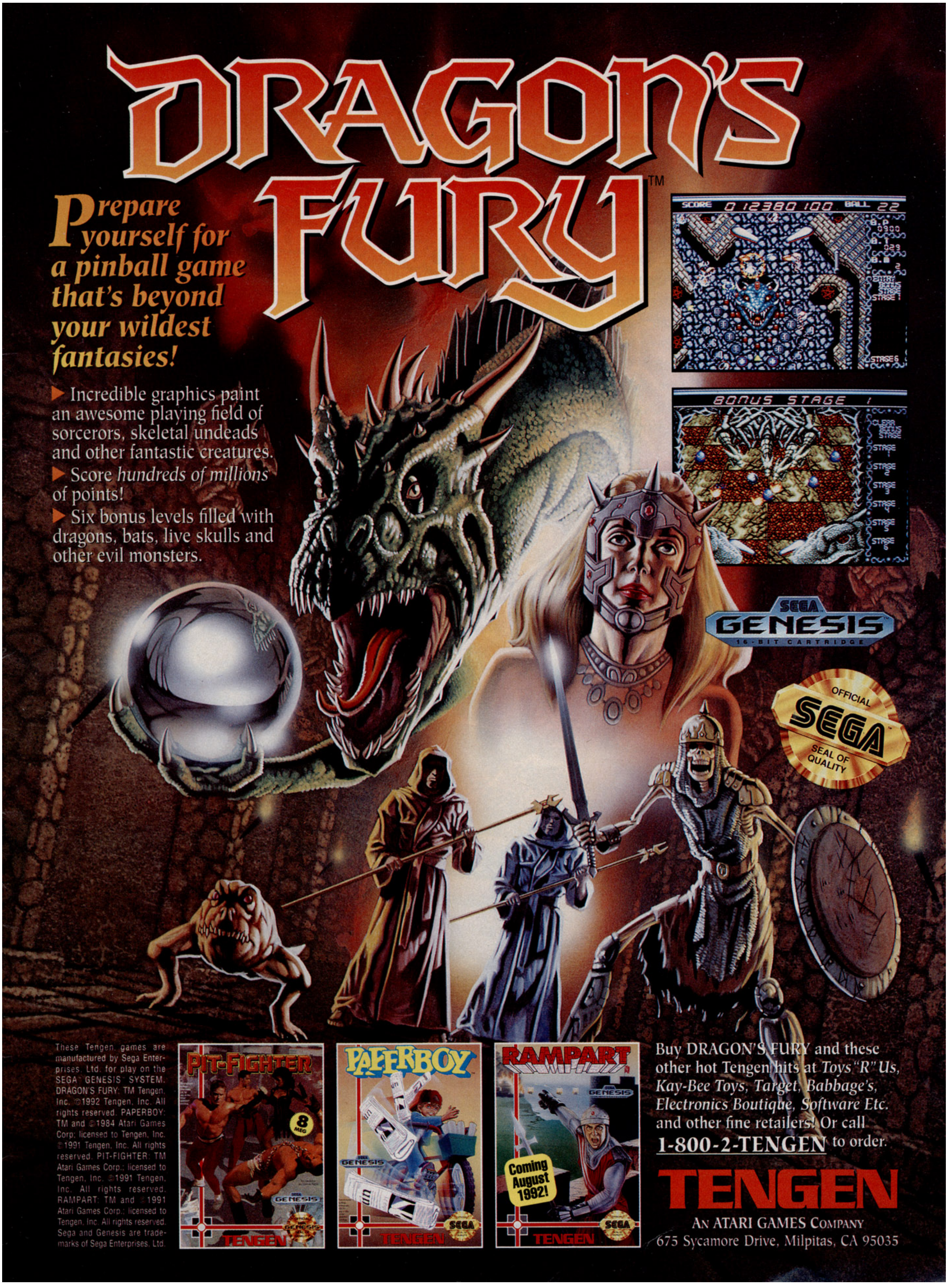
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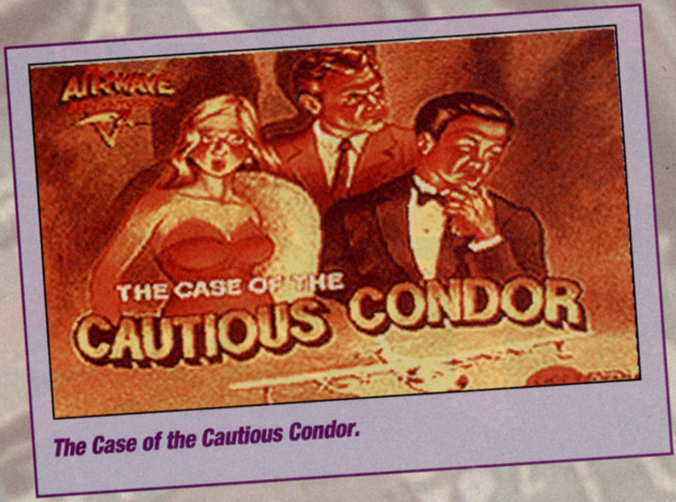
CUTTING EDGE

Video gamers may crave compact discs, but don't overlook multimedia! "Multimedia" is the new electronics products buzzword of the '90s, which refers to hardware and software that combines personal computers, compact discs, and television technology into one extremely user-friendly, but mean, machine. This month, the Cutting Edge checks out Commodore's CDTV, updates Philips CD-I discs, and explores Guest, a game by Virgin. – The Whizz



The Case of the Cautious Condor.

The Case of the C

Wrath of the Demon.

Wrath of the Demon.

Pro Tennis Tour 2.

CDTV 4 U

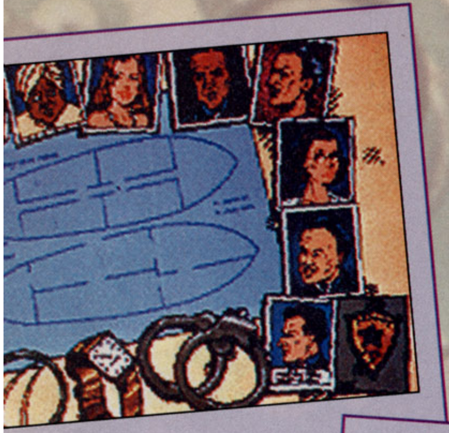
CDTV (Commodore Dynamic Total Vision) by Commodore, a veteran personal computer manufacturer, packs interactive multimedia technology in a system that's as simple to use as changing television channels with a remote control.

The goal is worthy, but of course, trying to introduce any new system into the home entertainment arena takes great software and an attractive track record. It took personal computers, VCRs, and CD players a couple of years to takeoff. Video game systems died and made a comeback. This Fall CDTV will be one-year-old.

Power to Play

CDTV hardware's got cool lines and processing power. The sleek, black player is similar in appearance and size to a conventional VCR or CD-Audio player, the better to fit in with your home entertainment system. The suggested retail price is a fair chunk of change – $999.

Commodore
CDTV REMOTE CONTROLLER



utious Condor.

Battle Chess.

CDTV's brainpower comes from a 7.15 megahertz Motorola 68000 16/32 bit CPU. That hunk of smart silicon should already be familiar to Commodore Amiga users, and they'll also find the Amiga Kickstart 1.3 operating system in ROM. One megabyte of RAM, proprietary Commodore graphics and audio processors help manage CDTV's thinking chores.

Ins & Outs

The back of the box is peppered with connnectors. In addition to standard audio and RF outs, there are serial and parallel ports for an optional printer and a modem. There's a floppy disk interface (a SCSI interface is optional). You can hook up Super VHS and a MIDI system, too.

The front of the unit closely resembles a spartan compact disc unit with a CD slot and a few controls. However, there's a nifty hidden slot in the front panel called a personal memory or "smart card" port. This port enables consumers to save up to 512 kilobytes of data on credit card sized cards for applications such as personal finances and games.

The front panel is bare and spare, because you control CDTV with a hand-held infrared remote control that, like the box itself, combines functions from several entertainment systems. It's part numeric keypad, part VCR controls, and part gamepad. It even has A and B fire buttons. An optional PC-style keyboard and a trackball are also available.

Sights & Sound

CDTV's audio/video credentials are impressive. The unit plays conventional audio CDs and CD+G. You can do 10-second sampling, looping, and randomizing, and you can play CD+MIDI. The sound quality puts it in a class with standalone CD players.

Don't worry about display hook ups. The player's compatible with most TVs and monitors, and it accepts analog RGB, digital RGB, NTSC, Super NTSC, or PAL connectors.

Call It Edutainment

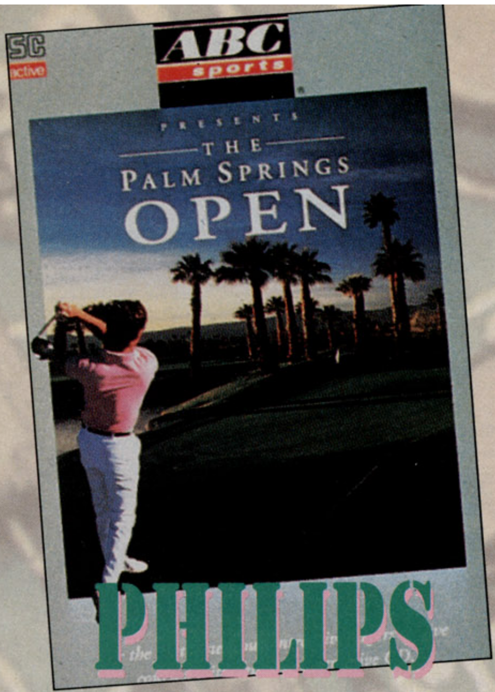
Multimedia buffs seek to mix education and entertainment and call it "edutainment." The lineup of 80 CDs certainly fits the bill.

When you just need the facts, CDTV's disc library includes reference works for serious study and leisure time activities, too. Among other things, you can check out the World Vista Atlas, the American Heritage Dictionary, the New Grolier's Electronic Encyclopedia, the Guiness Disc of Records, and even the King James Bible. You can even learn French from Asterix, a famous French cartoon viking.

The educational/reference library sounds great, but we all know games are what's gonna make or break CDTV! Video gamers will find familiar games including: Lemmings, Wrath of the Demon, Sherlock Holmes Consulting Detective by ICOM Simulations, Sim City by Maxis, and Falcon by Spectrum Holobyte. Experienced PC gamers will recognize: Battle Chess by Interplay, Defender of the Crown by Cinemaware, Thexder and Space Quest by Sierra On-line, Battlestorm by Titus, and Excalibur by Virgin. Naturally, there are totally original CDTV games. For example, the Case of the Cautious Condor is a '30s-style whodunnit.

Multimedia Here to Stay

Keep your eye on CDTV and other multimedia machines. Compact discs are coming. CDTV might be their home in your home. For more info about CDTV call 1-800-662-6442.


ABC sports
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PHILIPS CD-I GAMES

Philips' CD-Interactive system joins Commodore CDTV as the first mass market multimedia systems on store shelves (see The Cutting Edge, *GamePro*, December '91). Great games are definitely one of Philips' goals. "Philips anticipates the release of approximately 25 new titles per quarter throughout 1992," according to Dr. Bernie Luskin, president of Philips Interactive Media of America, "including titles resulting from agreements made with producers such as Nintendo, Hanna-Barbera Productions, and Britannica Software." Here are CD-Interactive games from Philips.

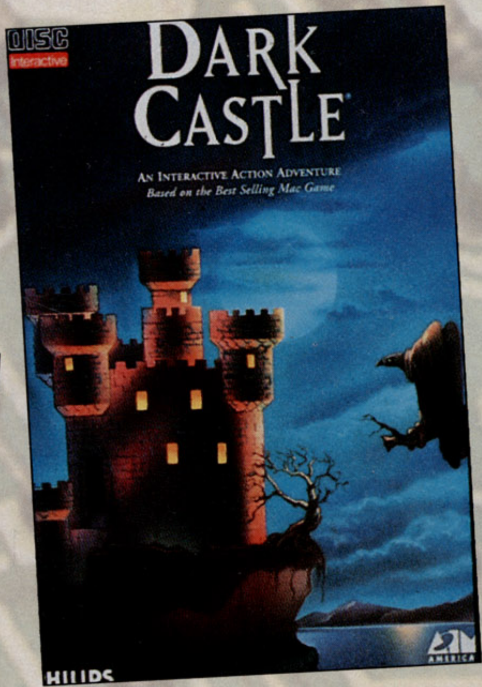
CAESARS
WORLD OF GAMBLING
An Interactive Electronic Casino
•Multi Player Options
•Instructions For All Games
•Same Odds As Caesars Palace
PHILIPS

ABC Sports Golf: The Palm Springs Open – This awesome golf game uses motion picture-quality graphics to simulate live action links play on 18 of the most challenging holes from the actual golf courses in Palm Springs, California. ABC sports casters provide colorful commentary and advice on your game. *(By Fathom Pictures)*

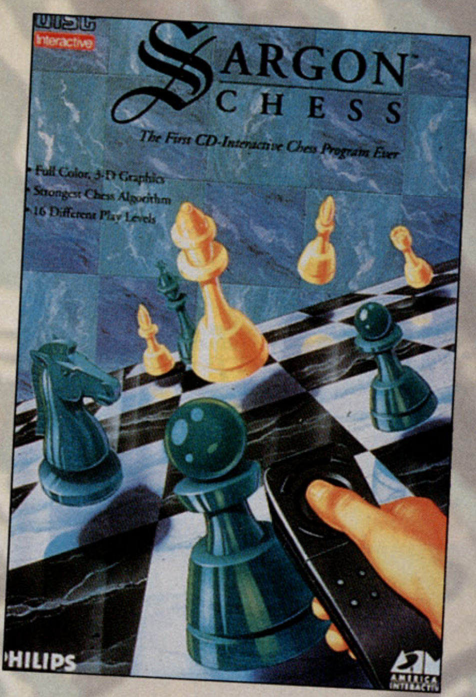
Backgammon – Here's one of the world's most ancient games on one of the world's newest pieces of technology. *(By Capitol Disc Interactive)*

Caesars World of Gambling – Transform your living room into the Las Vegas Caesar's Palace. Play blackjack, roulette, craps, or five other types of slot machines regulated by Caesar's odds and rules. *(By CD-I Systems)*

Dark Castle – In this frighteningly-paced, fantasy/action game, castle guards hunt you, rats and bats attack you, a dragon tries to fry you, the torturer wants to do you, and the wizard may or may not help you. *(By Silicon Beach Software)*


DARK CASTLE
An Interactive Action Adventure
Based on the Best Selling Mac Game
PHILIPS

Escape from CyberCity – CyberCity's out of the arcades and on disc. You're a laser gunslinger, one of the last human heroes, trying to blast your way out of town against the Guardian's robots and soldiers. *(By Fathom Pictures)*


SARGON CHESS
The First CD-Interactive Chess Program Ever
Full Color, 3-D Graphics
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PHILIPS

Jigsaw – Here's a new take on old style puzzles, jigsaw puzzles that is. You can change shapes, size, and number of pieces. *(By Britannica Software and Novalogic)*

Laser Lords – Claymation makes the graphics dazzle in this arcade-action game. Explore nine planets and seek out 200 characters in 250 different locations. If necessary, battle them with karate, swords, hand lasers, or an awesome space cruiser. *(By Spinnaker Software)*

Sargon Chess – This is one of the all-time great PC chess games. Choose 16 levels of play. Try 45,000 opening moves. Replay famous games in chess history. Solve custom chess problems. Check it out. *(By Spinnaker Software)*

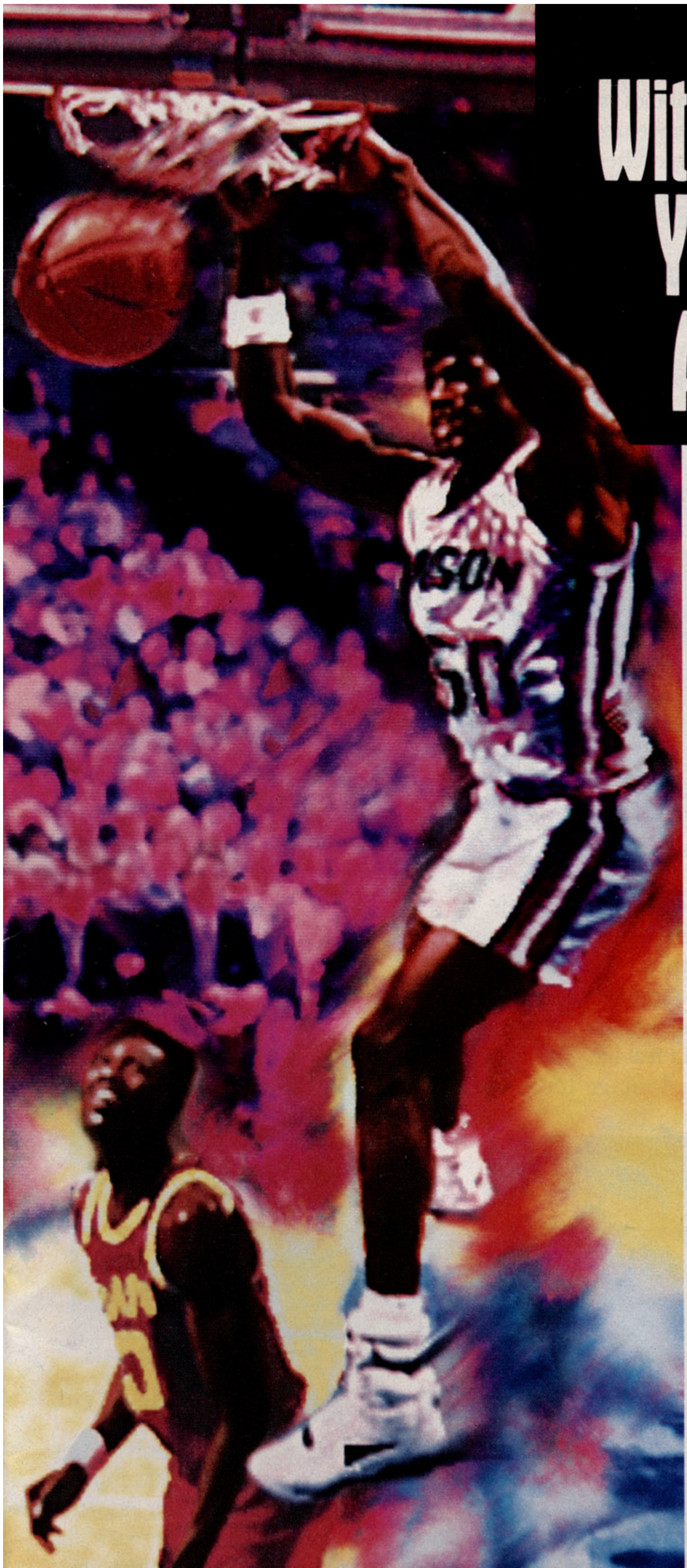
Battleship – Milton Bradley's classic naval combat game never looked better! Select three firing methods, then see and hear vintage footage of warships in action. Hit! *(By Capitol Disc Interactive)*

Connect Four – This 3-D checkers game is another Milton Bradley game conversion. *(By Capitol Disc Interactive)*

Pinball – Play the steel ball in four different games: Dog Fight, Cyber, Spring Break, and Melt Down. How ya' gonna tilt? *(By Capitol Disc Interactive)*

Continued on page 16.

With 24 Different Moves, You'll Beat The Pros At Their Own Game.



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David Robinson's three pointer.

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Text Tiles – Test your word-building skills against the machine or your friends. *(By Capitol Disc Interactive)*

Alice in Wonderland – The classic stories of Alice in Wonderland and Through the Looking Glass come to life. You guide Alice as she travels through 250 magical places and encounters all 43 characters from the classic books. *(By Spinnaker Software)*

The Uninvited – Enter this classic creepy game, and you may never find your way out! *(By ICOM Simulations)*

Déjà Vu – Mystery builds upon mystery as you try to remember who you are and why someone is trying to kill you. *(By ICOM Simulations)*

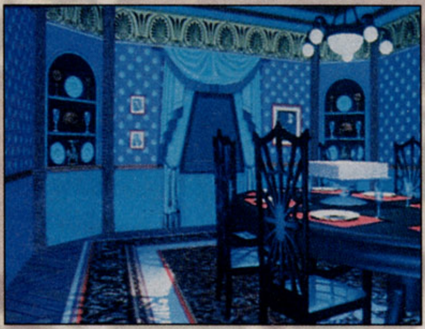
Guests are Welcome

By Slasher Quan

Guest by Virgin Games boldly goes into a CD-ROM realm nobody's ever seen before. The game, billed as an "interactive drama," combines multi-directional, first-person movement, "rendered" digitized scenes, orchestrated music score, and live...er, undead actors to create a haunted house with an attitude.

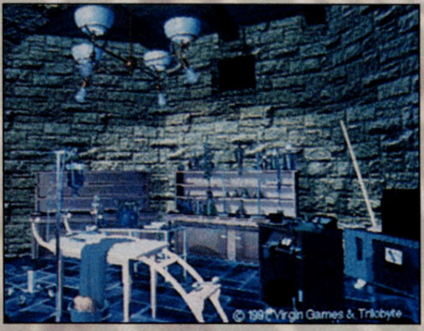
Lights, Shadows, Interaction!

Guest is a point-and-click graphic adventure with uncannily realistic movement that approaches virtual reality. Each time you select an exit in the 3-D house, the screen scrolls almost perfectly, as if you were walking to the door yourself! The view even changes as your head, and vision, move.



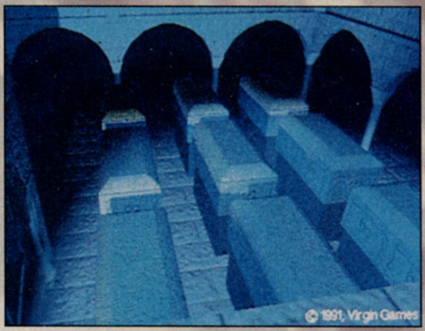
Walk around the table and the screen moves with you.

To achieve the surreal visuals, a complex graphics processing technique known as "rendering" is utilized. Rendering causes on-screen, computer generated light sources to impact objects like they would in real life. This results in a video tape footage look with superb shading.



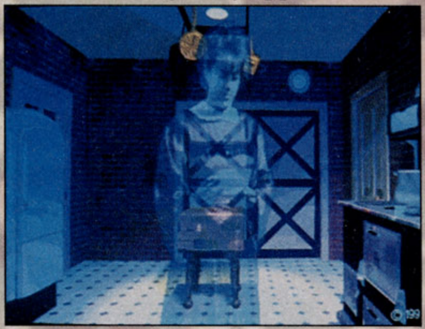
No time for games in the torture chamber.

The puzzles are great and interesting. There's one breathtaking scene, where you stand on a precipice overlooking a roomful of coffins, and you must close each lid. The effects are mind-blowing. In an art gallery, a portrait suddenly comes to life, and a face melds out of the frame à la the liquid metal T-1000 in Terminator 2: Judgement Day.



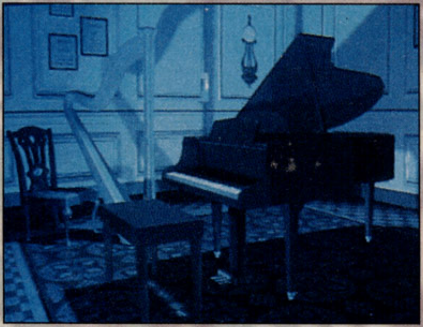
These coffins will send you to the grave!

To tell the tale, real actors and actresses were filmed on sound stages, then overlaid on the game's backgrounds. Guest's programmers then modified the graphic images to give them ethereal, ghostly appearances!



Look who's coming to dinner!

The fully orchestrated, classical sound track is an experience onto itself. The music changes with the game's events to fit the mood. The actors speak in recorded voices, too.



Guest makes the music of your nightmares.

A Guest-ly Future

Guest's awesome results don't come easy. Every second of Guest footage requires over 100 computer hours to generate. The game could be one of the first two-disc, CD-ROM products ever, with over 8000 megabits (or 1000 megabytes) of memory. After the game's initial personal computer release in November, Virgin will consider Guest development for the Genesis CD and Super NES CD. We can hardly wait!

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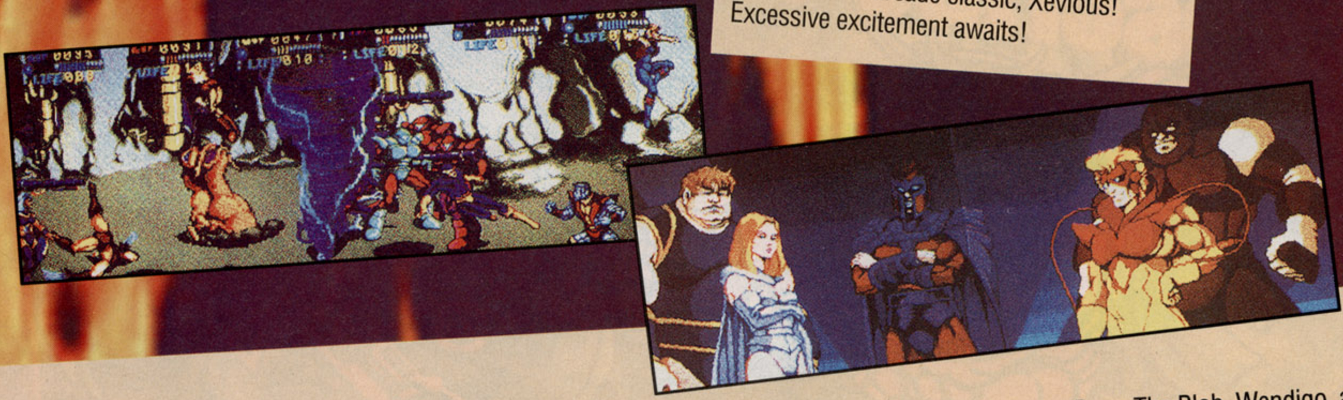
HOT AT THE ARCADES

By Hack 'n Slash

"X" marks the spot for this month's Hot at the Arcades! Examine Konami's explosive simultaneous six-player fighter, The X-Men, and Namco's exhilarating 90's update of the arcade classic, Xevious! Excessive excitement awaits!

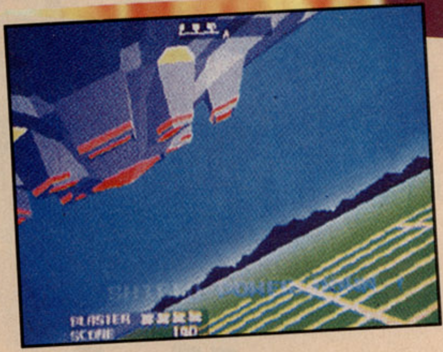


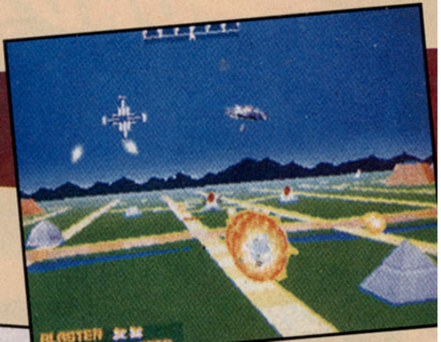
X-Men (Konami)

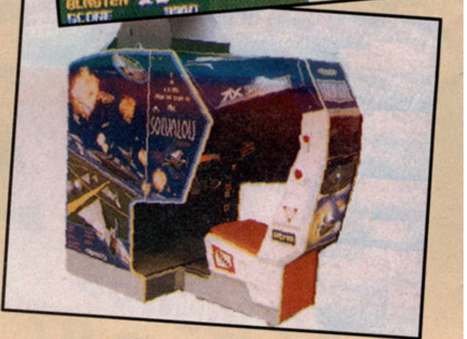
The number one selling comic book is now the number one arcade sensation! You will be awestruck by the immensity of this simultaneous six-player fight game, which spans not one, but two, full-size screens! Choose from six different X-Men. Cyclops fires optic blasts. Colossus's metallic body releases huge energy sparks. Wolverine slices foes with his ultra-sharp claws, which turn into an Admantium laser. Storm unleashes lightning tornadoes. Nightcrawler is super-agile and able to simultaneously teleport around his foe, and Dazzler fires powerful sonic light blasts.

The graphics, story line, and game play are extremely faithful to the X-Men's comics. Animated cinematic sequences in-between levels recount the story of Professor X who sends his X-Men to hunt down Magneto and the Brotherhood of Evil Mutants. The X-Men must cross six treacherous levels filled with deadly robot Sentinels, prehistoric monsters, and bizarre mutant henchmen. Popular supervillains, such as Pyro, The Blob, Wendigo, and Juggernaut, guard the end of each level. The struggle culminates in a final showdown against Magneto on Asteroid M.

The X-Men game is the comic book come to life! The beautifully rendered characters, smooth animation, digitized sound effects and voices, and a radical soundtrack, all add to an incredible video game experience. X-Men is X-cellent!







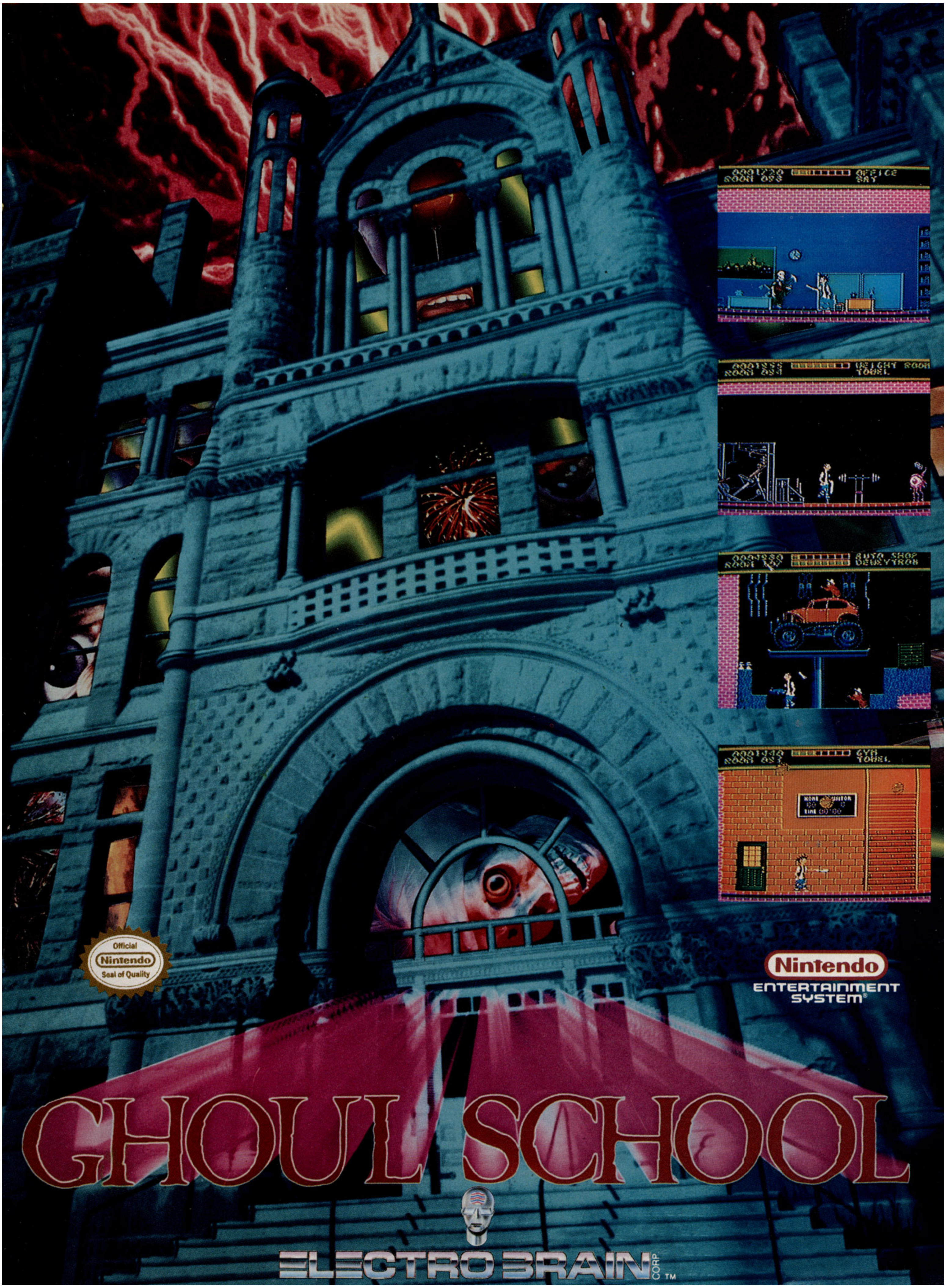
Solvalou (Namco)

Arcade historians will remember that "Solvalou" was the ship's name in the arcade classic Xevious. Almost a decade after its first appearance, Xevious has returned triumphantly as a breathtaking, polygon-filled, virtual reality-type, sit-down shooter aptly called "Solvalou – 3D Xevious!" Both a realistic flying simulator and a pulse-pounding shoot-em-up, this game has got to be experienced to be believed!

Fans of Namco's Starblade are already familiar with Solvalou's first-person perspective, highly believable sense of 3-D. A single joystick controls both the ship and its air-to-air and air-to-ground blasters. Although your ship always flies forward, you can bank left or right, climb, and dive.

Game play is very faithful to its predecessor. Wiping out air and ground enemies along the way, you take your ship deep into the heart of enemy terrritory. Xevious lovers will immediately recognize the updated, digitized sound effects and music from the original game, and the new dimensionalized versions of all the old, familiar adversaries. An awesome sight is the sudden appearance of the familiar, octagon-shaped Mothership, which eclipses the entire sky above your head! Solvalou also has new enemies and obstacles, such as spikes that shoot from the ground.

Solvalou expertly mixes the appeal of an arcade classic with cutting edge graphics and programming. As a flight simulator, Solvalou's graphics and smooth responsiveness warrant a test-flight. As a shooter, this game is a "Must-Play!"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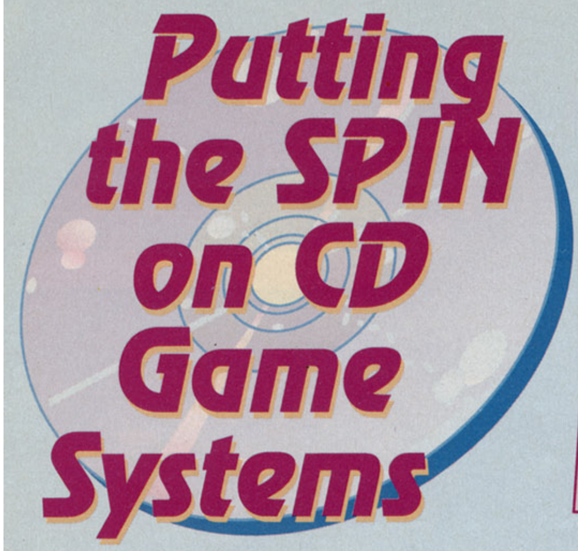


Putting the SPIN on CD Game Systems

By the Whizz

Compact disc games and game systems sound great...but who has 'em? A few thousand Japanese gamers and some faithful TurboGrafx-16 CD fans in the States, that's who. To help tide you over until CDs arrive, here's the lowdown on the Sega CD, the Wondermega (Sega CD-1000), the Turbo Technologies Duo, and the Super NES CD.

The Sega CD

It's heeere...well, almost. At the Summer Consumer Electronics Show in Chicago, Sega officially unveiled its game playing CD-ROM add-on unit, the Sega CD. The unit's targeted on-sale month is November '92, but Sega would like to have it available to gamers as soon as October. The suggested retail price will hover around $299.

Familiar Features

There really aren't a whole lot of secrets about the Sega CD. The video game press and the gamers' grapevine have been overrun with system specs for months (see The Cutting Edge, GamePro, Sept. '92, Oct. '92, and Feb. '92). The Japanese version of the unit, the Mega CD, will have been out for nearly a year when the Genesis unit makes it debut.

The Sega CD piggybacks on the Genesis by connecting to the once mysterious port on the side of the game system. Also, like the Mega CD, the Sega CD packs a MC68000 processor that runs at a quick 12.5 MHz, compared to the Genesis' 7.5 MHz MC68000 CPU.

Both CPUs will team up to eliminate mid-game access lag (access time is approximately one second). A respectable 6 megs (768K) of buffer RAM will help out considerably. The Sega CD is loaded with custom graphics processors. These processors enable it to paint more color and sprites simultaneously on-screen than the Genesis and it produces scaling and rotation (like Nintendo's Super NES), which up till now could only be handled with great care in software.

What's New

The Sega CD's only external differences from the Japanese Mega CD are cosmetic. Gone are the cheesy front panel, painted-on play/access light codes and the Mega CD logo. It doesn't sound like much, but those changes actually make the sleek, stealthy, black unit look stylishly leaner and much meaner.

The major internal changes are to the system BIOS (Basic Input/Output System) and the game interface, which have been retooled to have more visual appeal to American gamers. Like the Mega CD, you control CD functions with the Genesis control pad through an onscreen command interface. However, Mega CD plasters functions and labels across its command screen. The Sega CD displays a neat graphic that looks like the front of a CD player. There are buttons for Forward, Stop, Open door, and Options. Pressing any buttons pulls down menus for other system controls.

All This and Music, Too

In addition to CD games, the Sega CD will play regular CD audio and CD+G. It will also support karaoke singing for homespun vocalists. The unit also offers a respectable two-in-one opportunity if you don't already own a CD player for your home audio system. The Sega CD laser drive is a high-end Sony unit, comparable to that of top quality CD audio players.

In fact, as part of its initial offering this fall, Sega plans to bundle several types of CDs with the unit. Currently, the company's discussing with several record labels the possibility of including a music CD by major recording stars and a CD+G disc. Additionally, Sega is planning to include either an unnamed, brand-new Sega multimedia CD or Sherlock Holmes Consulting Detective by ICOM Simulations. The final piece of the package will be a collector's disc containing 10 Sega cartridge games: Alien Storm, Golden Axe I and II, Mystic Defender, Out Run, Revenge of Shinobi, Shadow Dancer, Streets of Rage, Super Hang On, and Super Monaco GP.

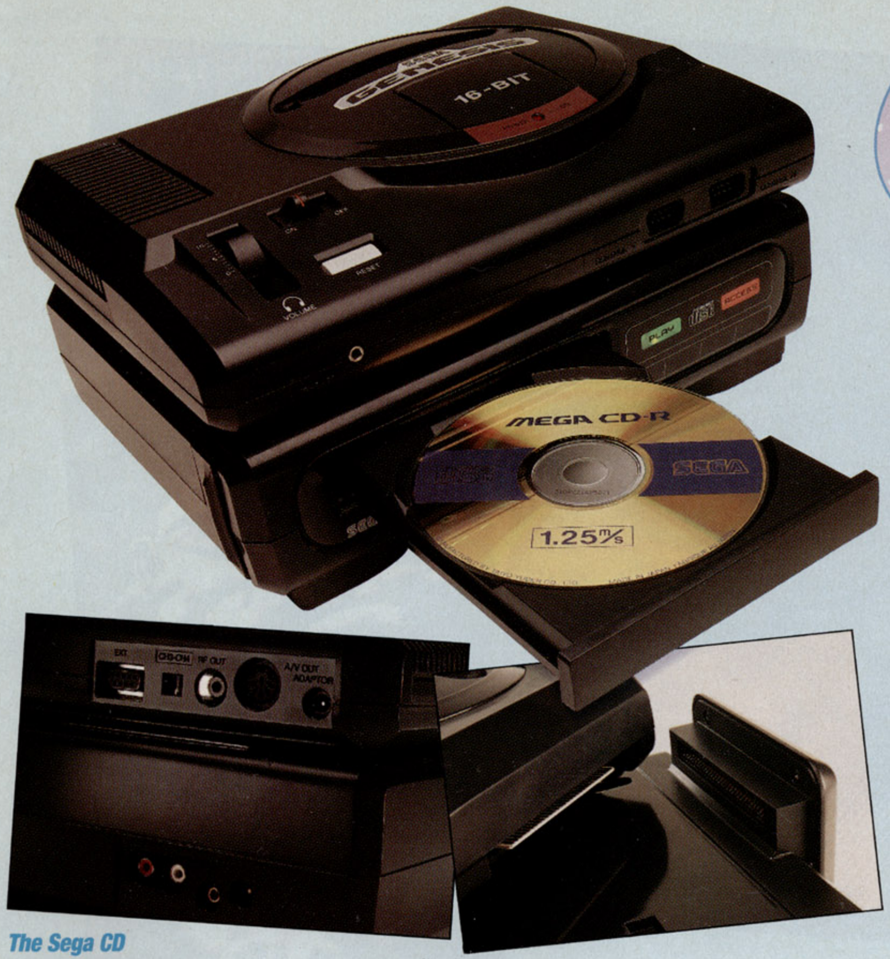
Sega Software

If you asked about software, move to the head of the class. There will be two CD product lines, regular CD games and multimedia games. The multimedia games will make extensive use of animated video, live video footage, actual movie sound tracks, and detailed sound effects. Also, be advised that Sega's international ban on intercontinental game-swapping is being enforced. You can't play foreign CDs on this unit.

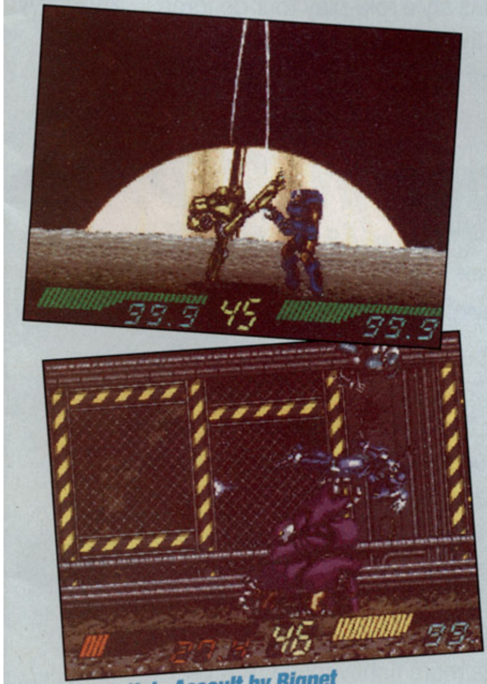
ステータス
メニュー
コマンド

Third World War by Bignet. The Japanese version.

Carts from Sega in 1992 sound cool. In fact, Joe Cool heads the lineup. Joe Montana NFL Football will feature actual NFL players and live video footage of Joe chalkboarding plays and analyzing your game. Batman Returns will reportedly play twice as fast as the cartridge version with its full driving level, a Batski level, and several bonus levels. It will also be less expensive than the cart! Dark Wizard is a fantasy action RPG


The Sega CD

ported from the Japanese Mega CD game that features absolutely awesome graphics and animation. Switch is a cutesy adventure game, also from a Japanese CD, that features intricate, interactive storytelling.


Black Hole Assault by Bignet

Sega's 1993 offerings sound awesome! Sonic the Hedgehog II's going CD. He'll have cartoony company in Looney Tunes and Cool World, which is based on the animated movie of the same name. R U 2 Legit 2 Quit? Hammer is. Sega's got sci fi, too. Terminator II and Dune are due. Third party action includes Young Indiana Jones by Lucasfilms, Wing Commander by Origin, Rise of the Dragon by Game Arts, and Star Trek: The Next Generation by Spectrum Holobyte. Get set for games from here and abroad by these companies, too: Bignet, CRI, JVC, Renovation, Sierra On-Line, Taito, T&E Soft, Takeno, and Telenet. (For an even keener taste of what may be to come, see Overseas ProSpects this issue.)

CD Here to Stay

If you're sweating about support, don't. Next door to its headquarters in Redwood City, California, Sega of America has just completed construction on a multi-million dollar facility devoted to development of multimedia products.

The Wondermega

So you grew up without ever buying a Genesis, and now everyone's talkin' CD games. Well, we all know even big boys (and girls) get their toys. Last April, the Wondermega made its debut in Japan. JVC and Sega joined hardware and software forces to produce this sleek, slick entertainment system, which enables you to play Mega Drive cartridges, Mega CDs, audio CDs, CD+G, and CD+MIDI.

Sega expects that the unit will attract a new and older crowd (25-35 years old) to its games.Sega wants a high-end game system in its stable, however, it hasn't decided yet if JVC's Wondermega is that unit. An American version is due out in the fall.

Mega Wonders

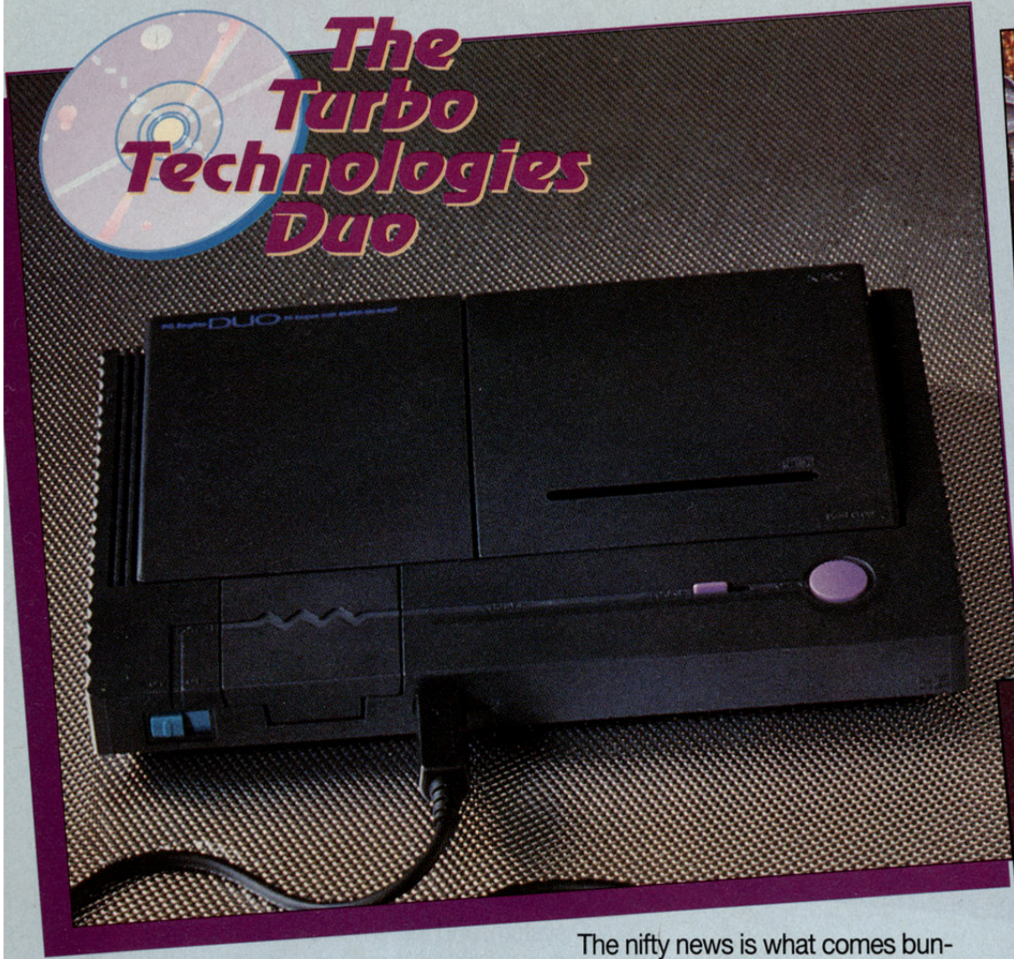
The compact Wondermega looks more like a high-priced CD player than a game system, and that's not far from the truth. One logic board combines the function and fun of the MegaDrive and the MegaCD motherboards with a few extra chips to beef up sound, graphics, and CD functionality. Although regular CD sound rocks, special processors add awesome punch to regular cartridge game sounds and add heft to bass notes. The CD drive and supporting hardware is reportedly 15 percent faster than its Mega CD counterpart, and the JVC laser drive's quieter, too.

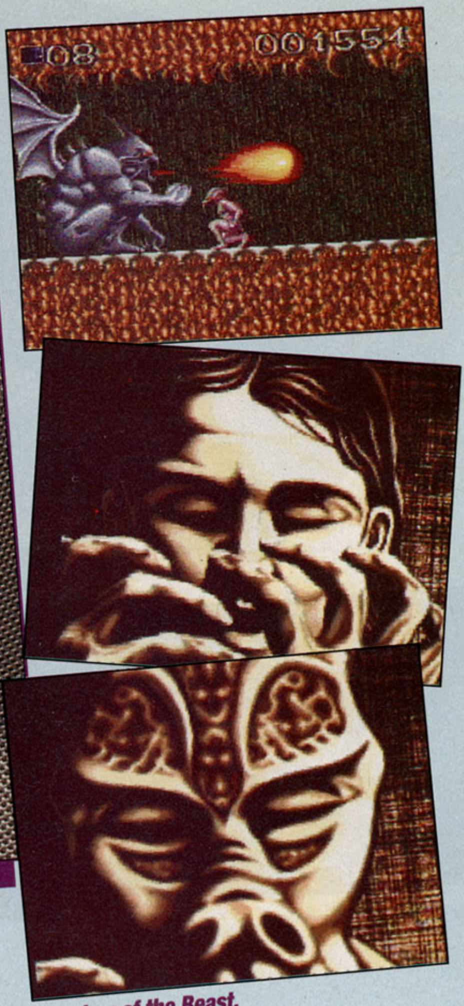
In addition to regular A/V jacks, there are a Super-VHS output jack and a (gulp!) modem jack. MIDI musicians will love the MIDI output, which enables you to play back music on a MIDI-compatible keyboard with the new CD+MIDI discs. For Japanese karaoke singers, there are two microphone input jacks and an echo effects switch.

Buy Later

The Japanese Wondermega costs in the neighborhood of $600. You get one controller, cables, the power supply, and a disc containing four games and four karaoke programs. Before you buy, know that Sega's foreign compact disc games lockout is in effect.

The Turbo Technologies Duo





Shadow of the Beast.

While Sega makes the big compact disc splash and Nintendo stirs the waters, Turbo Technologies says, "Welcome to the show!" Turbo Technologies now champions the TurboGrafx-16 and its CD-ROM drive. Last year, NEC Japan released the Duo (see The Cutting Edge, GamePro, Dec. '91), which combined the P.C. Engine-compatible CoreGrafx with the new CD-ROM2. Moreover, NEC announced new Super CD-ROM games, which required the extra 256K RAM packed into the CD-ROM2.

No News

Turbo Technologies is currently readying an American version of the Duo for debut this September. There isn't alot of information available about the new Turbo Duo, but then again there isn't too much to the system. You can play regular TurboChips, CD games, or Super CD games but you won't be able to play Japanese P.C. Engine TurboChip games in the American system. Other than that you'll dig the slim and trim look of the system, which makes the regular TurboGrafx-16 with CD look like a rock.

The nifty news is what comes bundled with the $299 system. You get $250 worth of coupons for Turbo Technologies TurboChips and CD games. You also get two CDs – one containing Ys I and II and another with Bonk's Adventure and Bonk's Revenge and Gate of Thunder – and a Dungeon Explorer TurboChip. The Bonk's CD features a snazzy new intro section presented by the Bonkmeister speaking for himself.

Super CD Games

Three Super CDs are on the way by the system's debut. If you own the old TurboGrafx-CD, look for the Super System Card 3.0, which will power-up your RAM to Super CD levels.

Loom is the CD version of the great Lucasfilm PC game. You enter the Age of the Great Guilds, where the world is ruled by classes of super craftsmen. Blacksmiths, Shepherds, Clerics, and Weavers hold the secrets to the universe and beyond. Music is a key game element.

Shadow of the Beast is a weird action/adventure game based on the PC game by Psygnosis. You're transformed into a horrible beastman and forced to fight your way across and underneath a massive, and bizarre-looking world.

Finally, Beyond Shadowgate by ICOM Simulations also traces its origins to the PC format. It's a dungeons and dragons style role-play tour de force that's the sequel to Shadowgate.

The Super NES CD: The Stealth System

Last, but certainly not least, is the Super NES CD drive. The official Nintendo line is that the system will be simultaneously introduced in the United States, Canada, and Japan in January 1993. The initial production run will be 300,000 units per month, and the target price range is $200. At this point, that's fairly vaporous info. As we all know, Nintendo guards its secrets more tightly than the C.I.A.

CD UNIT
OFF LIMITS!

Sketchy Specs

Nintendo and Philips have joined forces to develop the Super NES CD. Nintendo specs call for 8 megabits RAM and a disk drive with average access time under one second. Not surprisingly, the Super NES compact disc system will use the CD-ROM XA format licensed from Philips. That means the Philips CD Interactive system (see The Cutting Edge, this issue) should also be able to play SNES CDs. Sony, who started the Nintendo CD-ROM project until Philips entered the picture, is also working on the Play Station, a CD-ROM system that will feature an SNES CD accessory.

As with any mystery system, rumors abound. The most vexing one predicts that the SNES CD will require an additional RAM cart in order to play its games to their maximum potential.

Nintendon't Tell

Who knows what secrets lurk in the hearts of product managers at Nintendo? Major league Nintendo players, such as Acclaim, Capcom, Konami, and Absolute, are reportedly designated CD games developers. It doesn't take a rocket scientist to figure out the rest of the players. Be patient, Nintendo nuts, as we all know, Big N has a way of arriving late for a party and still making a grand entrance.

Some Day Our Discs Will Come

With expectations so high and so much potential to live up to, it's little wonder Sega, Nintendo, and Turbo Technologies want to deliver the best systems possible. They'd better.

With your ZAP PAX™ video game cards you can...

...Annihilate-the-Aliens, Beat-the-Beasts, Clobber-the-Criminals, Dash-the-Droids, Eliminate-the-Enemy, Flatten-the-Fiends, Gobble-the-Gremlins, Help-the-Hero and still be home for dinner.

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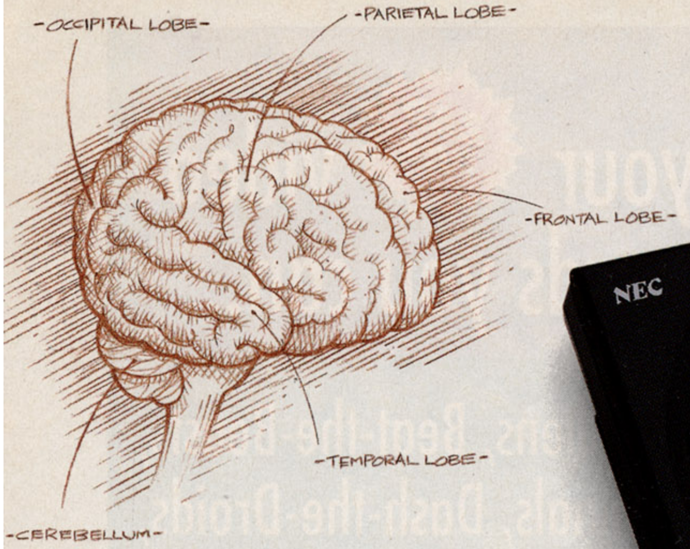
-OCCIPITAL LOBE-
-PARIETAL LOBE-
-FRONTAL LOBE-
-TEMPORAL LOBE-
-CEREBELLUM-

NEC
TRACK MODE
REPEAT

IF YOU THINK THESE GAMES AREN'T CHALLENGING, YOU'RE PROBABL

NEC
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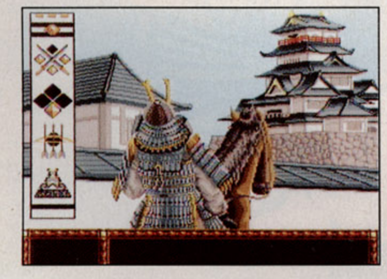
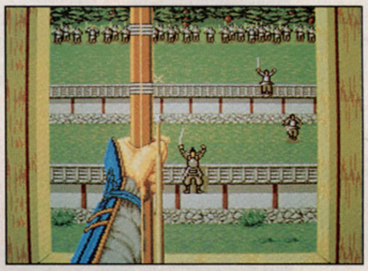
$149

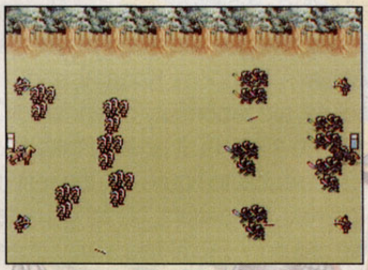
There are many great CD software titles available. The CD player also plays standard music discs and is compatible with the new CDG's (CD + graphics) medium already available in record stores.



You are the powerful Samurai general in your fight to conquer armies of 12th Century Japan.

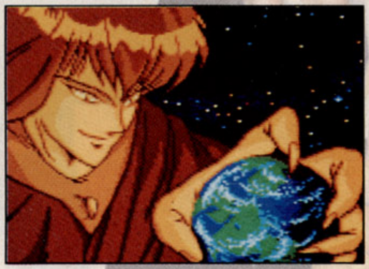


Enemy Samurai will scale your castle wall unless your defense is near-perfect.

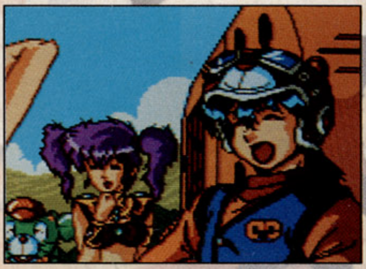


Attack or be attacked in a struggle to be a controlling warlord.

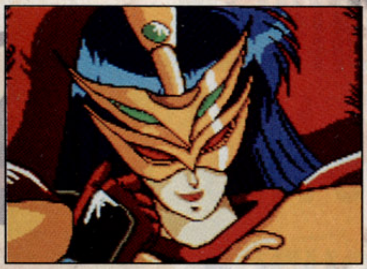
Available at Toys "R" Us, Babbages, Electronic's Boutique, The Good Guys, McDuffs,



Young Galam looks at a world he will soon control.



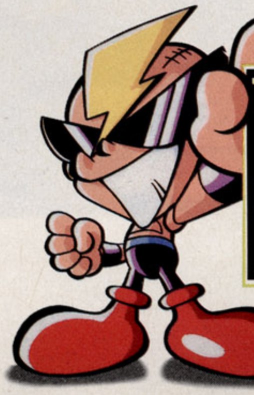
Van is not alone in his attempt to save the kidnapped Laura.



Galam at his most evil.

Welcome to Planet Idea, where men are men, women have really cool psychic powers, and cats can fly a spaceship. You are Van, a young man from Clan Island who must go face to face with Idea's dastardly ruler, Galam. Galam has kidnapped Laura, your childhood sweetheart, and is using her natural psychic powers to control the planet. But you won't be alone in your quest. You will be aided by Pico, a cat who, among other things, is a space pilot and has some raw psychic powers of his own. Also joining you on your journey is Babbette, a rookie cadet in the Cosmic Space Command who is training in the art of mind control. You even have the ability to use some magic of your own. But if you think that you can just put on a blue leotard and a big red cape and expect to destroy Galam, then you've been flying a little bit too close to the sun lately. In order to be triumphant, you and your friends (yes, the cat too) will need to learn about the powers of magic and psychic techniques, because your enemies already possess these powers and can't wait to try them out on you. So harness your mental abilities and crush Galam's evil empire. Or else this fantasy could turn into a real nightmare. Because a mind is a terrible thing to waste. Especially when it's yours. **Cosmic Fantasy 2**

The setting is 12th century Japan, where a sword is a Samurai's best friend. Put yourself in the shoes, or sandals, of one of the three Samurai generals, Yoritomo, Yoshitsuno, or Kiyomori, who are feuding for the vacant Emperor's throne. Strategically move your troops throughout the country, either to keep the enemy from storming your castles or to conquer and control one of theirs. Make your army a lean, mean, conquering machine by giving them expert training in such fields as fencing, archery, and castle storming. And if they've had a rough week, take them to one of the nearby villages for some much needed R&R, where they can regain their strength. Or go to one of the local monasteries where you can gain useful advice. But don't drink your victory sake so soon. The other two Samurai generals are also trying to battle their way to the throne, and they are more than willing to fight you to the death to get there. So assemble your troops and do battle, but do it well. Because if your army is conquered, you may just lose your mind. And your ponytailed head, too. **Lords of the Rising Sun**



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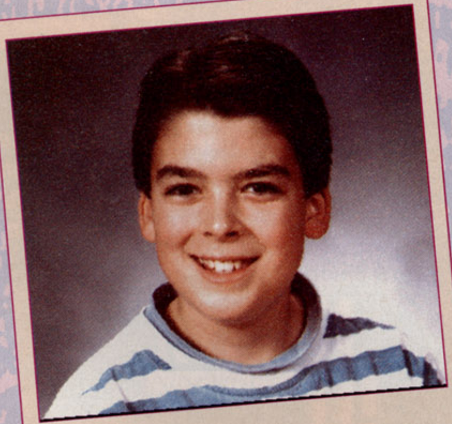
TEAM GAMEPRO PAGE

Team members *Jose Quinones* of Puerto Rico and *Jim-Bob Boza* of Urbana, OH have a few things to say about their favorite games, Final Fantasy II and Super Smash T.V. for the SNES.

The Final Team Word

I give Final Fantasy II the high-5! This is the best RPG game I've ever played, seen, or heard. Everything on this cart amazed me. The orchestrated music was great and the engaging story line was well developed. Best of all, this game really earned its wings in the seriously long and involved adventure department. It's long, long, long!

Jose Quinones, Mayaquez, Puerto Rico



Smashing Game

The ever popular, quarter-sucking arcade game, Smash T.V., has been brought to the SNES. Let me tell you right now, none of the original arcade graphics, sound, challenge, or fun has been spared. This game's awesome!

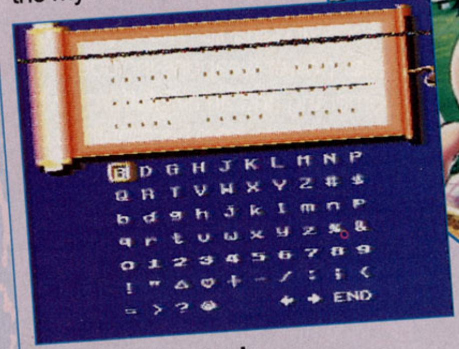
The year is 1999 and a "killer" game show, Smash T.V. , dominates the T.V. ratings. The goal? One or two contestants enter the T.V. studio-of-doom to compete for the ultimate prize – their lives! Then again, you might get really lucky and win a new car or a toaster. My overall rating for this radical game is 4.5.

Jim-Bob Boza, Urbana, OH

Team Tips

Here are a few scorching tips from Team GamePro member, *Ara Shirinian*, Potomac, MD

The following are passwords and tips for the Legend of the Mystical Ninja.



Zone III Password:
L?9ym "pt;: %/Pj#
46 jtt <z5## nbj54
L

THE LEGEND OF THE MYSTICAL NINJA
1 PLAYER
2 PLAYERS
CONTINUE
STEREO

Zone VII Password:
!b%44 VBv@v Yyt4♥
rD7X= VJB%B !/74B

Zone VIII Password:
kXXnL >n:/W dJLhz
qydVH -6wTn kqwz?
z

Here are a few tips for the Warlock Zones.

Zone 1-1. To the right of the Horo temple's entrance, there is a white icon of Ying's head. You cannot immediately see the icon. However, by hitting just the right spot near the entrance, the icon will appear and you will be rewarded with $100.

Zone 4-1. Right past the first shop, there is a building with two doors. Hit the area between the doors and a secret passage will open.

Team GamePro's Current Top Ten Hottest Game Choices Are...

1 Genesis: Sonic The Hedgehog
2 Tie – Genesis: John Madden Football and NHL Hockey, SNES: Super Mario World
3 SNES: Final Fantasy II
4 SNES: Smash T.V.
5 SNES: Pilotwings
6 Tie – NES: Battletoads, Genesis: Phantasy Star III
7 Tie – SNES: F-Zero and ActRaiser
8 SNES: Super Castlevania
9 Tie – SNES: Super Ghouls 'n' Ghosts, NES: Final Fantasy
10 Tie – Genesis: Gaiares and Shining in the Dark, SNES: Joe and Mac, NES: Mega Man IV

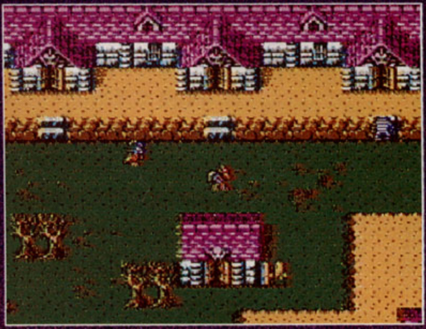
NINTENDO

PRO REVIEW

By Lizard Lips

Life in the Ghoul Realm has never been anything less than, well, completely chaotic. Things first went sour in Capcom's original Ghosts and Goblins game for the arcade, the NES, and the Genesis. Then along came Firebrand the Gargoyle. This Ghoul Realm citizen's life was turned upside down in the Game Boy adventure, Gargoyle's Quest.

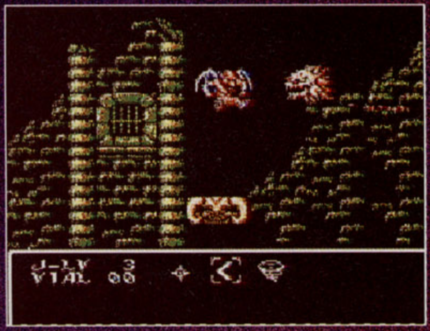
Well, the Ghoul Realm's rockin' again! Firebrand left his town of Erturia to begin warrior training. During his absence, a strange black light appeared and drained all the magical elements from the land. Now life's going to be dark, dingy, and down right boring unless Firebrand figures out how to eliminate this problem. No magic flame to search for in this version.



Role-play, anyone?

A Monstrous Adventure

Like the Game Boy version, the single-player Gargoyle's Quest II for the NES is a side-scrolling, role-playing action/adventure with a 3/4 overhead view.



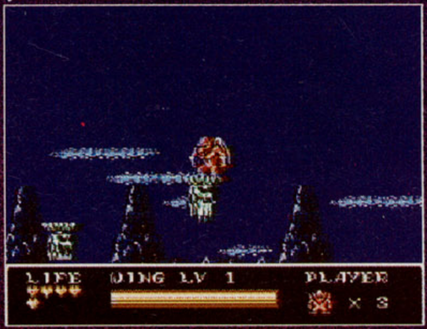
Chasing the dragon.

There are seven major areas to tackle. Throughout each area, you fight a little, converse a little, collect a little, and pray (a lot) that you don't fail miserably.

In the true role-playing tradition, Firebrand must build up his powers. Armed with three lives and the ability to launch tiny fireballs from his mouth, Firebrand can't fly high, nor far. However, as time goes on, battles are won, and Vials (equivalent to money) are collected. Only then can Firebrand gain greater fire power, wing and jumping strength, and the means to purchase more sophisticated Tools and Magic. These ultra cool breath-power weapons include a boomerang and an air platform, which Firebrand spits from his mouth to create temporary floating staircases.

Beastly Beauty

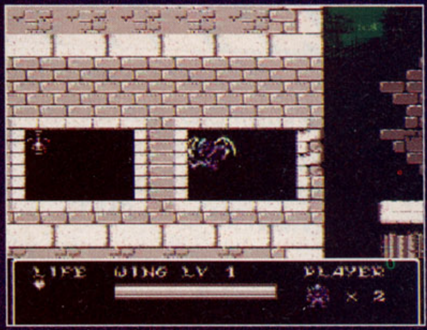
The graphics are both colorful and attractive. However, when it comes to intricate detailing, this 8-bit version doesn't rank as high as the Game Boy original. Firebrand isn't as ghoulish looking as he was in the Game Boy cart. Instead, he has a raisony, pinched expression. This time, however, he is large and, no, he's not green and slimy like you might expect. He's bright, fiery red with white and black wings. As for the tunes, well, they're about a three on the "rockability" scale. They're upbeat, though not extraordinarily memorable.



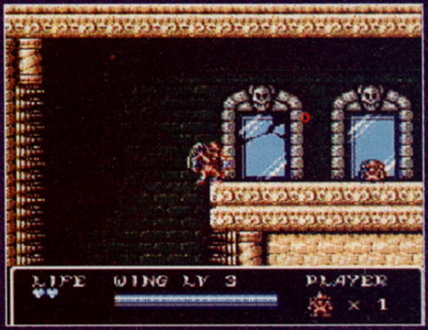
In limbo.

Wingin' It

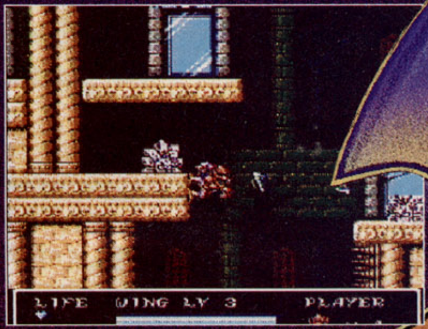
The first portion of the game is a little heavy on straight forward, middle-of-the-road role-play. If you're not into it, then you may find yourself nodding. Either way, the level of role-play isn't complex, nor compelling. The town's are all fairly small. Consequently, you can always find the right people with the right information in a reasonable amount of time. The action sequences tend to get a bit meatier as you progress further into the game.



***PROTIP:** Work your way down the side of the first big building in Stage One's fighting sequence. About halfway down the side, you'll discover an entrance that leads you to an icon worth additional hit points.*

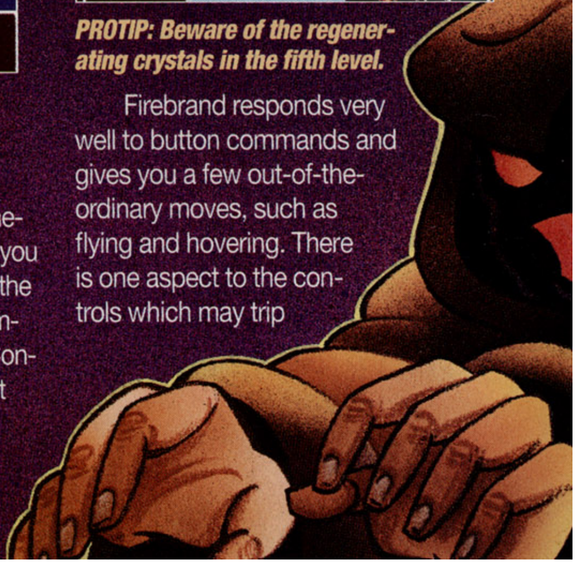


***PROTIP:** If you have the power to take the hits it requires to reach the top of this nasty-looking wall of spikes in the hall of mirrors, you can retrieve a 1-up icon from the upper ledge.*

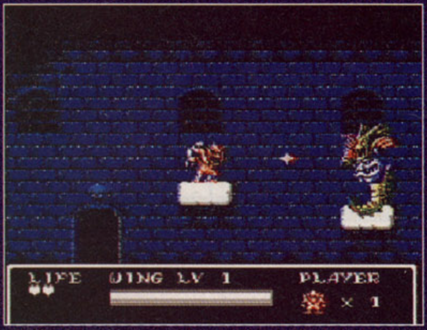


***PROTIP:** Beware of the regenerating crystals in the fifth level.*

Firebrand responds very well to button commands and gives you a few out-of-the-ordinary moves, such as flying and hovering. There is one aspect to the controls which may trip



you up. The Jump, Jump and Cling, Hover, and Land command are all controlled by Button A. Simple enough.



PROTIP: This upper platform is the ideal spot to combat this boss.

However, in midflight, you may go for the A button by force of habit. The result...a big dose of gravity when you don't need it!

The Final Score

Capcom's original Game Boy version pushed the tiny Game Boy to its limits. The result was a spectacular looking game. When a Game Boy game is that good, you know it's going to be a tough act to follow. Fortunately, the sequel has kept the password feature.

The NES Gargoyle's Quest II isn't as difficult or as fun as the original Game Boy version, which had a better balance of RPG and fly 'n' fight action. Instead, GQII leans heavily on the RPG side. However, it's fully capable of providing both novice and advanced gamers with quite a few hours of moderately challenging enjoyment. Make your brand Firebrand.

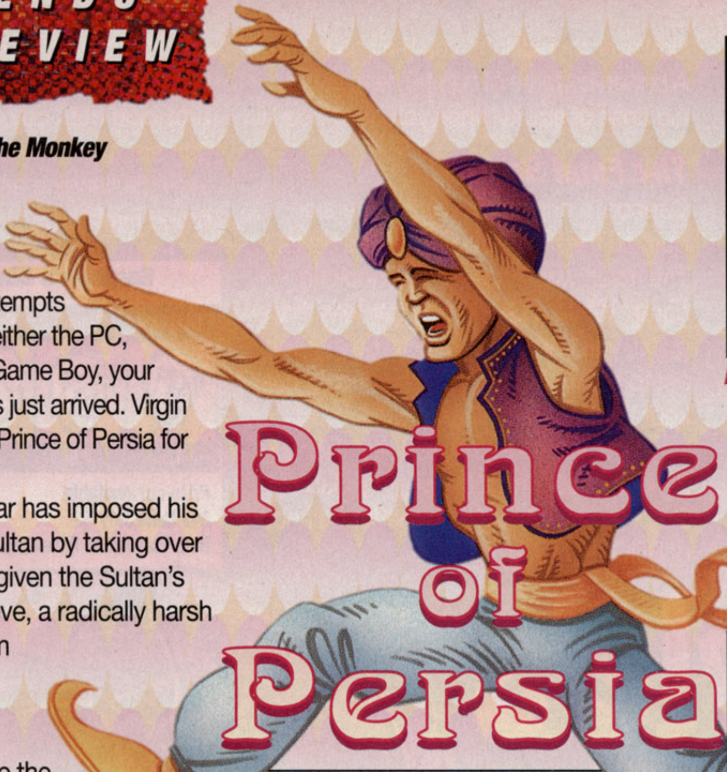
Gargoyle's Quest II by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	4.0	INT. Intermediate

Price not available
Available July '92
Role-Play/Action Adventure

One Player
Password Feature

Gargoyle's Quest II



Prince of Persia

By Jinky the Monkey

If you've never stumbled through a few zillion attempts at Prince of Persia on either the PC, the Macintosh, or the Game Boy, your golden opportunity has just arrived. Virgin Games has produced Prince of Persia for your NES.

Grand Vizier Jaffar has imposed his nasty will upon the Sultan by taking over his palace. He's also given the Sultan's daughter, your lady love, a radically harsh ultimatum – marry him or die.

Down and Out

Jaffar's peeved 'cause the princess is sweet on you. So, he's tossed you into the dungeon. The prognosis isn't good. You have exactly one hour to work your way through 18 strenuous stages on your way to save the princess.

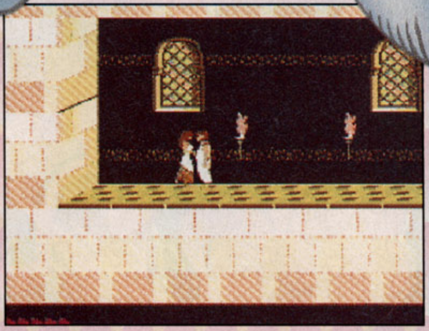
The Sultan didn't spare any change when he built his dungeon. This place is the pits, literally! Each of the 18 stages is comprised of various dead-end ledgesand monstrous iron gates. Also, sword-bearing turbaned terrors are everywhere, ready and waiting to slice-'n-dice you to bits.

It only gets worse. Step on the wrong tile and it's splatsville when you plummet three stories. Fall a tad short of a ledge when you make a leap towards freedom and a cushy bed of spikes will break your fall. Survive these traps and you eventually come upon the tile which activates the exit door to that stage.

Fortunately, a sword, as well as a few dozen bottles of potion, have been hidden in the dungeon. Some of the potions are restorative, others are pure poison. It pays to gamble, 'cuz you get endless continues should you lose.

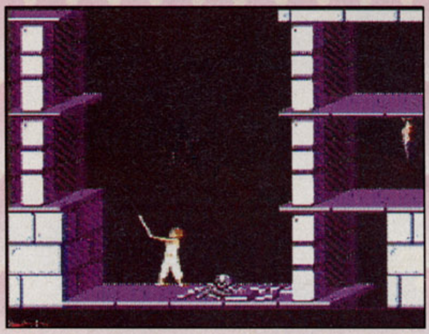
Smooth Moves

Graphically the game is simple, yet clear and attractive. However, it's the animation that really knocks your socks off. All movement appears so smooth and natural that you become half convinced that you really are a tiny man on your T.V. screen.

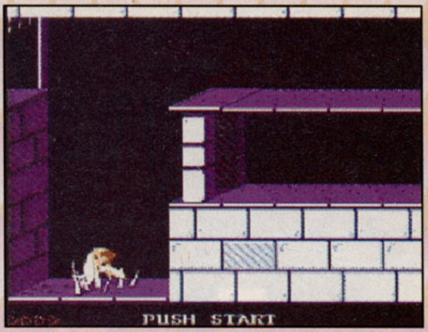


True love.

However, it takes time to master the many precise moves the prince can perform. To be specific, he can jump upwards, leap forwards, squat, pull himself upwards, lower himself down, and take "baby" steps. The controls are highly sensitive – too sensitive. It's guaranteed that you're going to panic and pull a dumb move, such as taking a flying leap when you meant to jump up. It's a toss up between what's more difficult – the obstacles or the moves.

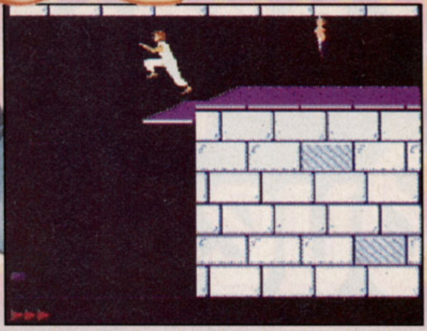


PROTIP: Polish your sword skills before you hit Stage 5.



PROTIP: Look closely for these tiny holes in the ground. They are a clear indication that the floor is rigged with spring-action spikes, which you must leap over or die.

PROTIP: All potions found in Stage 4 are safe to drink.



Leap of faith.

Hail to the Prince

Prince of Persia is one of the more attractive, unusual, challenging, and nerve-crunching titles that's ever found a home on the NES. Although the ultra smooth animation doesn't shine through quite as brightly here as it does on its more powerful computer cousins, it rates an A+ on the somewhat limited 8-bit scale. If you could, would you be the Prince of Persia? Only a few dozen hours of frustration will tell.

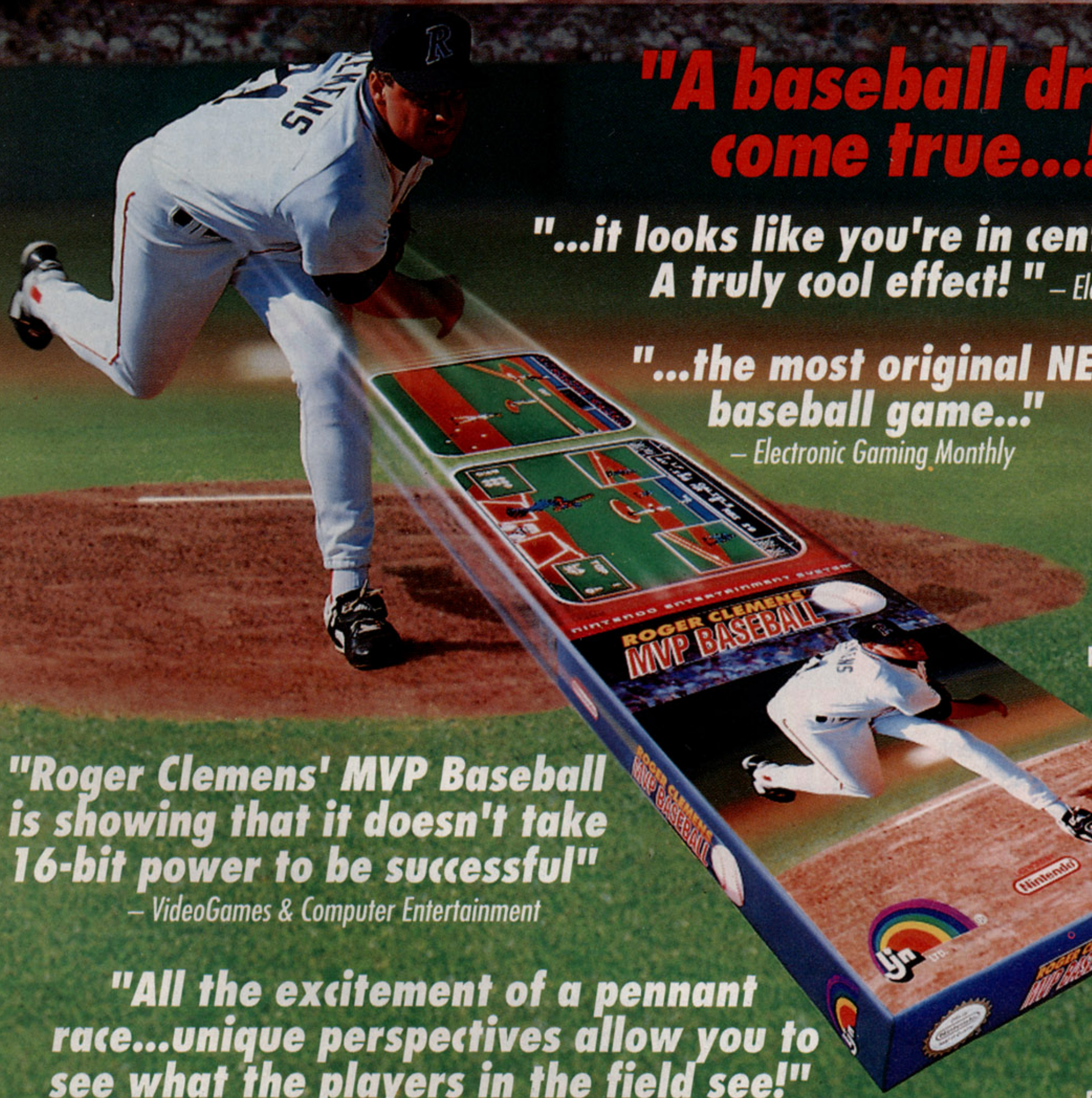
Prince of Persia by Virgin Games

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADV. Advanced

$29.99
1 meg
Available August '92
Action/Adventure
One Player
Password Feature

"...step up to the plate..." – Game Pro

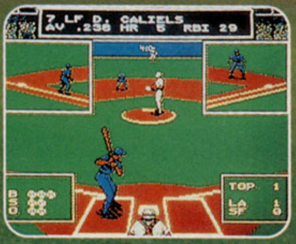
ROGER CLEMENS' MVP BASEBALL



"A baseball dream come true...!" – Nintendo Power

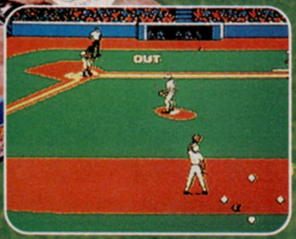
"...it looks like you're in center field. A truly cool effect!" – Electronic Gaming Monthly

"...the most original NES baseball game..." – Electronic Gaming Monthly



FEEL THE HEAT with the best NES™ baseball game!

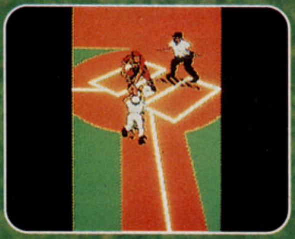
"Roger Clemens' MVP Baseball is showing that it doesn't take 16-bit power to be successful" – VideoGames & Computer Entertainment



OVER-THE-SHOULDER-FIELDING: The most realistic perspective ever!

"All the excitement of a pennant race...unique perspectives allow you to see what the players in the field see!" – Nintendo Power

Game players everywhere agree: Roger Clemens' MVP Baseball's over-the-shoulder perspective, close-up shots of close plays and pitching tips from "The Rocket " himself capture all the realism and excitement of live baseball! Feel the Heat!



CLOSE-UP PLAYS AT THE BASE: players control the slide and tag.

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

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Official Nintendo Seal of Quality

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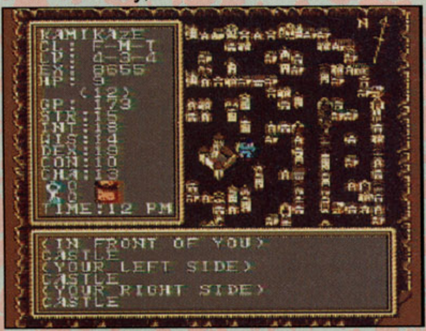
By Brother Buzz

Hillsfar's in a mountain of trouble. The malevolent merchant-mage Maalthir and his dreaded Red Plume Guards rule the city with an iron fist. In this unstable climate, fortune and glory are yours if you use your wits and skills.

Hillsfar by FCI is an ambitious and intriguing NES role-play game that carries a full bag of arcade style action. Unfortunately, the load's a little too heavy.



```
KAMIKAZE
CL : F-M-T
LV : 4-3-4
EX : 8655
HP : 9
    (12)
GP : 173
STR :15
INT :18
WIS :14
DEX :18
CON :10
CHA :13
TIME:12 PM

(IN FRONT OF YOU)
CASTLE
(YOUR LEFT SIDE)
CASTLE
(YOUR RIGHT SIDE)
CASTLE
```

Who built this city?

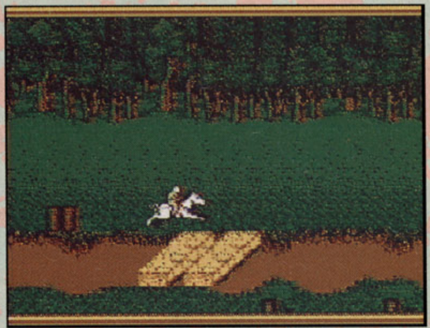
Building Character

Hillsfar's RPG features are strong. There are three main storylines with slight variations according to your adventurer's characteristics.

This is a single character adventure, but you can create up to seven different characters. The character building feature is simple to use but extensive. You choose from five races (Dwarf, Elf, Gnome, Half-Elf, and Human), seven moral alignments, and four Guild Classes (Cleric, Fighter, Magic-user, and Thief). Next you "roll" ratings for Experience Level, maximum Hit Points, and seven character attributes.

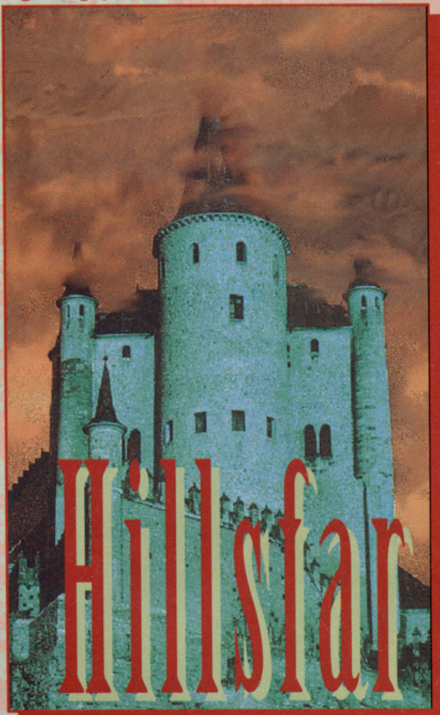
RPG at the Arcades

Hillsfar doesn't feature RPG monster bashing. Instead, it showcases an impressive array of game play and playing perspectives. You shlep around massive Hillsfar via a 3/4 overhead-view city map. To journey to 13 outlying locations you take a side-view horizontally-scrolling horseback ride, where you leap obstacles as pesky hawks and hidden bowmen ambush you. At the forward-view, Target Range, you try to master Slings, Daggers, Darts, and Archery. In Arena Combat, you go one-on-one, toe-to-toe against fantasy fighters. You also cruise Pubs to conduct text-based interrogation of the locals.

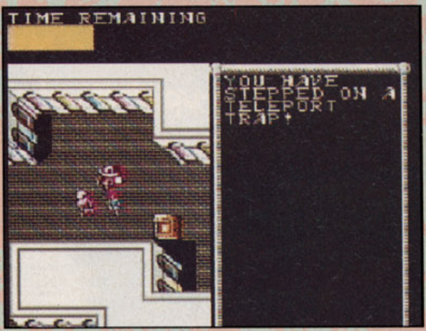


PROTIP: Jump two to three horse lengths away from obstacles. Hit Down to duck the bird.

PROTIP: For higher scores at Tana's Shooting Range, hit the mouse.



The key action, however, is breaking and entering into buildings and treasure chests. These 3/4 overhead view scenes are mazes, where you crack open chests to find gold and other goodies and elude the Red Plumes.



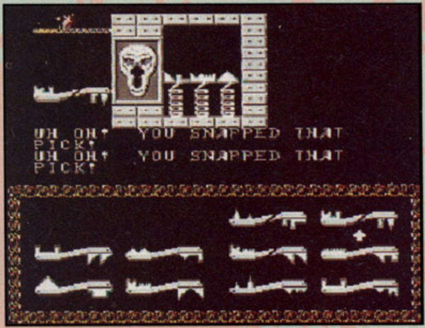
```
TIME REMAINING

YOU HAVE
STEPPED ON A
TELEPORT
TRAP!
```

Be quick with your picks!

Picking locks is imaginative and fun. On screen you see an extreme close up side view of the lock's tumblers. You must quickly connect the correct lock picks from a set of 20 to the tumblers before time runs out. Fail and you're stung with a HP-sapping dart or doused with sleeping gas. Heavy-handed thieves will break their picks.

PROTIP: If you select "Pick a lock with a small object," your best bet is to punch A like crazy. Don't stop until time runs out.



```
UH OH! YOU SNAPPED THAT
PICK!
UH OH! YOU SNAPPED THAT
PICK!
```

PROTIP: Repair lock picks at the Thieves Guild, if you're a Thief. It's near the Mage's Tower in the town's southeast corner.

Lost in the Hills

Hillsfar's action smorgasbord is great, but its sluggish controls will drive you mad. Sometimes you must mash the controller. This is particularly annoying in places where you normally expect quick response time — horse riding, arena combat, and overhead runs from the Red Plumes.

The graphics are small but decent. However, the animation's pokey, even for an 8-bit RPG. For example, in the overhead city map, movement is painstakingly choppy and imprecise. The sounds are minimal.

'Far Freaking Out

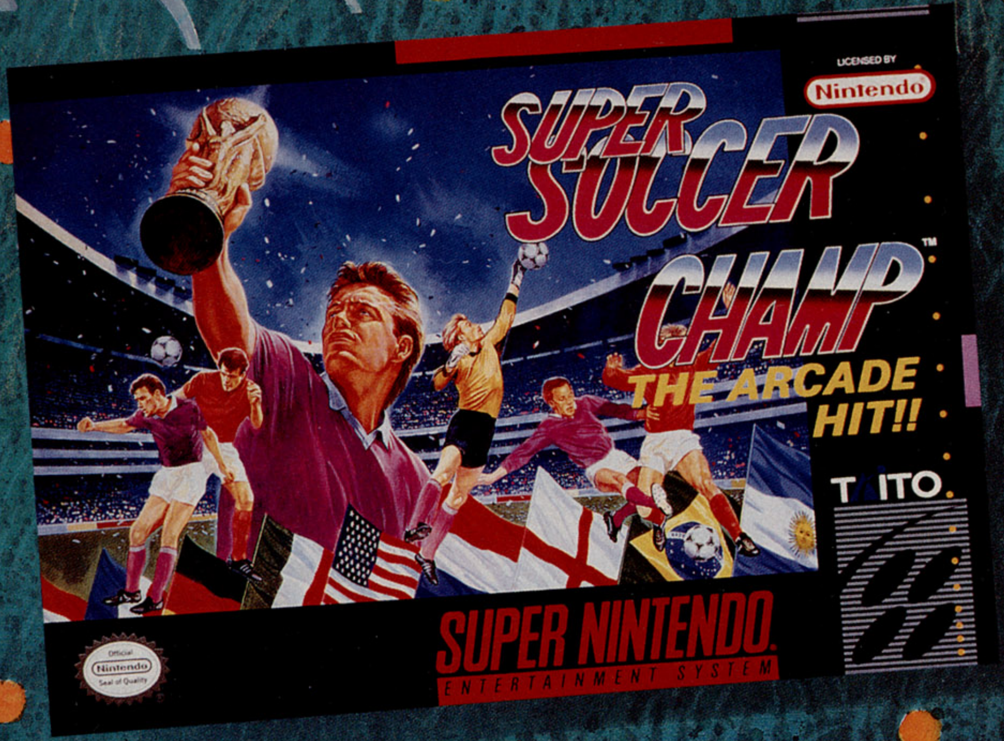
This is a tough call. Hillsfar is a great concept that trips on execution. Eight-bit RPG nuts will definitely enjoy the captivating quests, but only adventurers with extremely patient and forgiving natures need take to the Hills'.

Hillsfar by FCI

Graphics	Sound	Control	FunFactor	Challenge
2.5	2.0	2.5	3.5	ADV. Advanced

$54.99
2 megs
Available Sept '92

Role-play
One Player

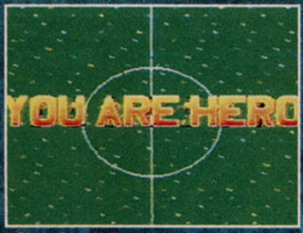


The fast pace, grueling action, and tough competition has made soccer the most popular game in the world today. Pretty passing, flying headers, bicycle kicks, slide tackles, yellow cards and red cards are all a part of the game. Watch out for your players becoming fatigued too.

SUPER NINTENDO ENTERTAINMENT SYSTEM

Sometimes fresh legs are better than your superstar.

If your passing game comes along you might be able to hit a bicycle kick or break a window. There's nothin' like playin' ball in the house. So, let the games begin.



Confetti Sequence

Confetti Sequence

THE CREDITS

Closing Credits

Enter The SUPER SOCCER CHAMP Soccer Ball Contest And

GET SOME BALLS!

Wilson
AVANTI
OFFICIAL SIZE · WEIGHT
H6250
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500 Wilson Avanti® Soccer Balls Will Be Awarded

- Top Quality synthetic leather cover
- Hand sewn with nylon treated thread
- Special coating for all-weather play
- Official ball of the NAIA
- Multi-laminated fabric lining for strength and shape
- Soft touch for superior feel when heading
- Official Size 5 – professional standard size and roundness to assure accurate flight and bounce.

HOW TO ENTER

To qualify for the contest, participants must win the tournament in Super Soccer Champ. When a player has won the tournament, the screen will display the words, "You Are Hero," followed by confetti falling onto the field and closing credits listing the creative designers behind Super Soccer Champ. A photo of any one of these screens will be accepted as proof of winning.

To enter, fill in the coupon or print your name, address, phone number, age and the words "Taito Super Soccer Champ Contest," on a 3″ × 5″ card. Then mail your entry form, along with a photo of your winning TV screen to: GamePro Super Soccer Champ Contest, P.O. Box 3329, Redwood City, CA 94064. Prizes will be awarded to the first 500 qualifying entries received.

CONTEST RULES

This contest is sponsored by Taito and GamePro magazine. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by total number of valid entries received. **Contest ends September 30, 1992.** Only valid in the U.S.A. Void where prohibited. Employees of GamePro, Taito and their families are ineligible to enter. GamePro and Taito reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by GamePro and Taito for promotional or advertising purposes without further compensation.

Fill out coupon and mail to: GamePro Super Soccer Champ Contest, P.O. Box 3329, Redwood City, CA 94064

Name ______________________ **Age** ___
Address ______________________
City ____________ **Phone** ____________
State ____________ **Zip** ____________

✓ Did You Remember Your T.V. Screen Photo?

TAITO™
THE ONLY GAME IN TOWN.

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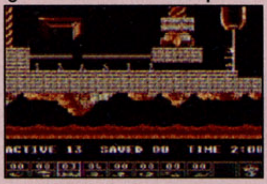
Lemmings

By Slasher Quan

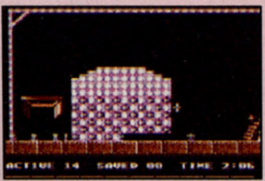
It's another case of Lemming see, Lemming do. Sunsoft's SNES-to-NES Lemmings translation continues our addicting love/hate relationship with the cute, cuddly, suicidal little fellas.



PROTIP: To force open a pathway, position a Blocker next to a wall. Then select Bomb for a big bang.

As is their wont, the green- haired munchkins, known as Lemmings, tromp merrily along a side-view path, oblivious to impending doom. A dip in a lava pool, a drop off a cliff, or a slice against a sawmill could crash their mindless party. Your fun-filled, but often aggravating, task is to prevent Lemming gumbo.

While they're en route to their goal, your super powers influence the Lemmings' actions. For example, Blockers control crowds, Diggers burrow, and Builders construct bridges. Nuke's a quick genocide solution when you paint your critters into a corner! Power supplies are limited, so plan ahead. A point-and click system painlessly interfaces you with the command bar.



PROTIP: You can't dig against directional arrows. Use Climb and Float skills to maneuver a Lemming past such a wall, then Bash the wall from the other side.

Lemmings looks clean and visible, considering the tiny 8-bit characters. The catchy theme songs do the cart justice. This version's only major loss is the competitive two-player mode, a shame. Otherwise, game play follows the SNES cart to a hair. You even get an identical total of 30 levels, with four skill settings and passwords.

Lemmings does a great job of keeping you busy and should find a permanent home in your NES!

Lemmings by Sunsoft

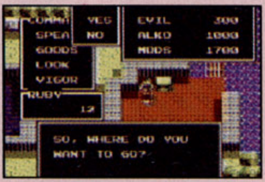
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.0	ADJ. Adjustable

$39.95	Puzzle/Action
2 megs + MCC-1	One Player
Available July '92	Passwords

The Legend of the Ghost Lion

By Monty Haul

Maria's parents have disappeared while searching for the mythical Ghost Lion. Daughter Maria must unravel the Ghost Lion's Legend to save her small world from an armada of monsters. Kemco's new NES role-playing game gives Maria a ticket to Dream Land, the Ghost Lion's kingdom. She explores her new surroundings in the familiar top-down view, and a menu-driven interface controls her actions. Hope, Courage, and Dreams regulate her well-being, and can be increased by finding Hope fragments.



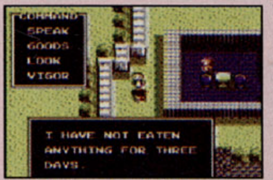
SO, WHERE DO YOU WANT TO GO?

PROTIP: Sail to the Pyramid of Alko and the Mods Caves to retrieve extra Hope Fragments.

Several continents, dozens of dungeons, and numerous bad guys await on this novice level, but lengthy quest. Dream Land's village inhabitants are helpful, and they provide clues. However, sprites, skeletons, goblins, orcs, and other vagrants control the countryside.

Using her Dream ability and the appropriate sacred item, Maria can summon Spirits to backup her hand-to-hand fighting skills. Moja of the Spear, Twana of the Lamp, Centaur of the Sacred Cup, and others will join her team.

Ghost Lion's a good test for young adventurers. Weak music, nondescript graphics, and repetitive combat need improvement. However, Maria's likable band of spiritual companions lend magic to this tale. If you're looking to cage your first RPG, take a crack at Ghost Lion.



I HAVE NOT EATEN ANYTHING FOR THREE DAYS.

PROTIP: Nourish the village's hungry old lady with bread and she'll give you a letter. Deliver the note to her son in Davis and he'll grant you the powerful B-Dagger!

The Legend of the Ghost Lion by Kemco

Graphics	Sound	Control	FunFactor	Challenge
3.0	2.0	4.0	3.0	BEG. Beginner

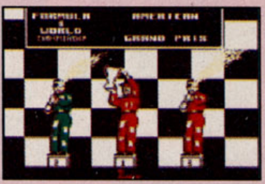
$44.95	Role-Playing
2 megs	One Player
Available June '92	Battery backup

Ferrari Grand Prix Challenge

By Colorful Commentator

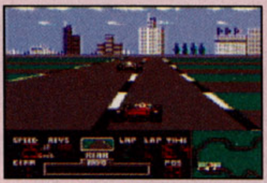
Sports cars meet hard bodies in Ferrari Grand Prix Challenge, a decent Formula One racing title for your NES.

Acclaim's Nintendo racer is first up to the gas pump. One-player goes globe driving in 16 international Grand Prix courses. To win, you must speed past 25 opponents from eight teams. Capture the highest point total by circuit's end and the trophy's yours.



Break out the champagne!

Your Ferrari's fairly well equipped with a rear view mirror, high-grip tires, and a radio, which your team uses to alert you to oncoming hazards. Choose either an automatic transmission for less complicated racing, or a 3-speed manual trans for a slightly higher top speed. Unfortunately, you can't upgrade your car's performance with new parts. As expected, applied here are the easy-to-use, standard accelerate, brake, shift, and steer controller moves.



PROTIP: Passing the computer can be tricky. It often swerves and knocks you off the track when you're making your move. Try a pass in the pit lane just before the finish line.

At the start of each race, you drive a qualifying run to earn a pole position, and then it's off to the track for real speed. Win to score points for yourself and for your team, plus you'll get a password.

While your car's in decent shape, the courses it drives are less appealing. The scenery and sounds are just average and less stimulating than the tracks found in carts like Rad Racer. Ferrari's strength is a lengthy, challenging contest. If your dream is to drive a Ferrari Formula One machine, a test drive rental is a smart move.

Ferrari Grand Prix Challenge by Acclaim Entertainment, Inc.

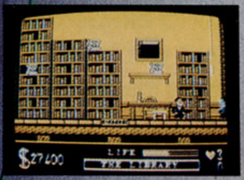
Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.0	3.0	ADV. Advanced

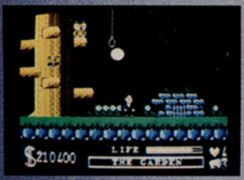
$47.95	Driving
	One Player
Available Now	Passwords

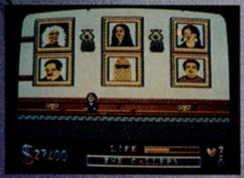
The Addams Family™

Morticia has been kidnapped!

Kidnappers have hidden Morticia somewhere in the scary Addams Mansion. You and Gomez have to escape hidden traps, and battle scary ghouls and goblins on your search to find her. Collect the million dollar ransom, find Wednesday, Pugsley and the rest of the family in your attempt to rescue the beloved Morticia.







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Nintendo
ENTERTAINMENT SYSTEM®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

The name of the game

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Official Nintendo Seal of Quality

GAME BOY

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GENESIS PRO REVIEW

By Mister Blister

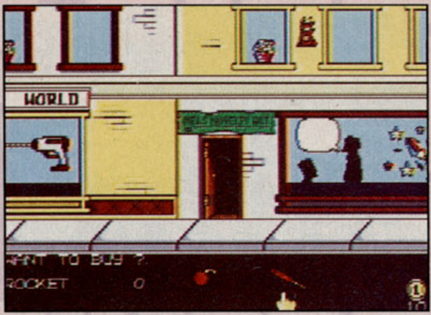
Too hot for just the NES, The Simpsons: Bart vs. the Space Mutants is now available to razzle and dazzle Genesis players. Bart and his family are back to battle slimy, putrid space monsters that have infiltrated the town of Springfield!

Doin' the Bartman

Space mutants have taken over the bodies of Springfield's townsfolk and are collecting specific Earth items to construct a weapon that will enable them take over the planet! When Bart slips on his X-ray glasses, he sees the creepazoids for what they really are! The Bartmeister's on his own in this moderately paced, action side-scroller. He's got to free the possessed neighbors, remove the coveted items, and convince his family that the alien menace is for real!

Each of this game's five levels takes place in a different part of Springfield. In each level, while working against the clock, Bart must seek out purple colored items and either cover them up or spray paint them red. The Springfield Shopping Mall offers a bevy of hats. The Krustyland Amusement park is full of innocuous balloons. The Springfield Museum of Natural History houses valuable "Exit" signs coveted by the aliens. The Springfield Nuclear Power Plant holds power rods, which Bart must collect and return to the reactor! Also, if Bart collects enough letters to spell out a family member's name, they will come to his aid when he comes face-to-face with an alien Level Boss.

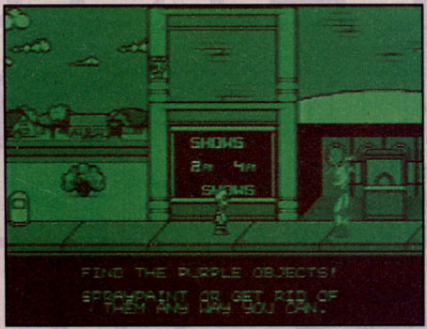
You need sharp reflexes to succeed. Many of the objects Bart needs are cleverly hidden and require quick, tricky jumps to reach.



WANT TO BUY ?
ROCKET 0

PROTIP: While in Springfield, load up on as many different items as you can.

THE SIMPSONS
BART VS. THE SPACE MUTANTS

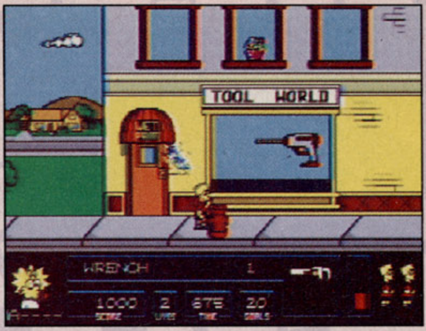


FIND THE PURPLE OBJECTS!
SPRAYPAINT OR GET RID OF THEM ANY WAY YOU CAN.

PROTIP: Scan everyone with your x-ray glasses! Jumping on non-aliens penalizes Bart.

Power On, Dude

Fortunately, there's an abundance of bonus items and Power-ups to aid the Bartman. Collect hidden Krusty the Clown icons and/or 15 coins to earn a 1-Up. Weapons such as cans of Spray Paint, Slingshots, and Dart Guns, and special items such as Keys, Whistles, Wrenches, and Rockets also come in handy. It requires clever thinking to figure out where and how to use these items. Experimentation is the key to success.



WRENCH 1
1000 SCORE 2 LIVES 675 TIME 20 GOALS

PROTIP: Use the Wrench to open the fire hydrant, which washes away the awning's purple paint.

PROTIP: Use the whistle near the Springfield Retirement Home. You just might "cash" in on something big!

Déjà Vu or New?

The Genesis version looks and plays almost exactly like its NES counterpart. However, the Genesis' 16-bit horsepower gives this version a definite edge on graphics and music. These twin tendencies also mean that all the boffo tricks and tips NES players (see p. 32 – April '91 issue) have discovered work for bro-Genesis! So, NESers, keep your traps shut and don't ruin the surprise for the Genesis vidiots.

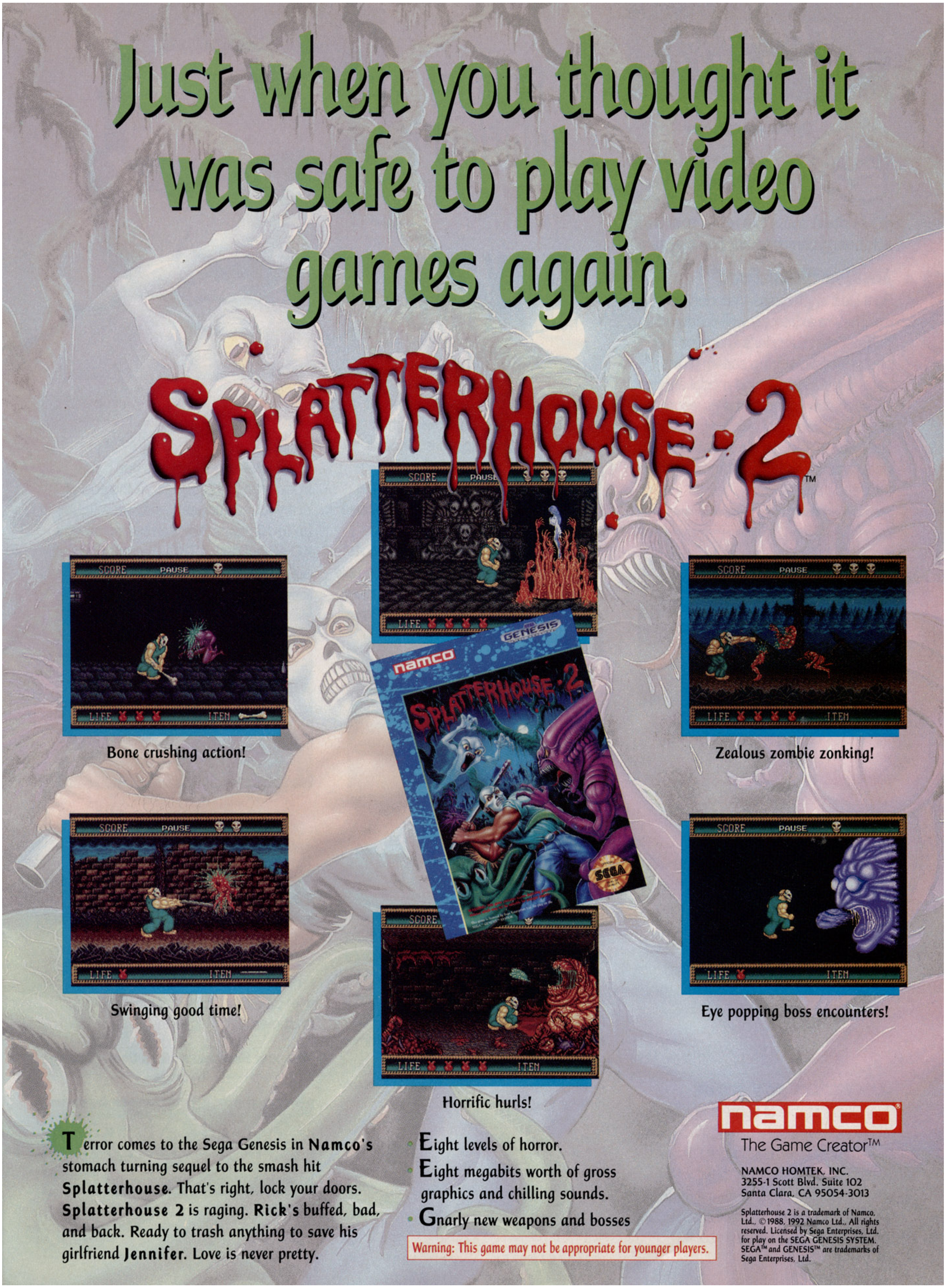
Although the graphics and sound don't tax the Genesis' capabilities, this cart is visually enjoyable and challenging. The Simpsons: Bart vs. the Space Mutants is simple in plot, but full of enough twists, turns and surprises to delight and frustrate you! So what if it's the same as the NES version?! Don't have a cow, man!!

The Simpsons: Bart vs. the Space Mutants
by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.5	4.5	ADV. Advanced

Price not available
4 megs
Available now

Adventure
One Player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- Eight levels of horror.
- Eight megabits worth of gross graphics and chilling sounds.
- Gnarly new weapons and bosses

Warning: This game may not be appropriate for younger players.

namco
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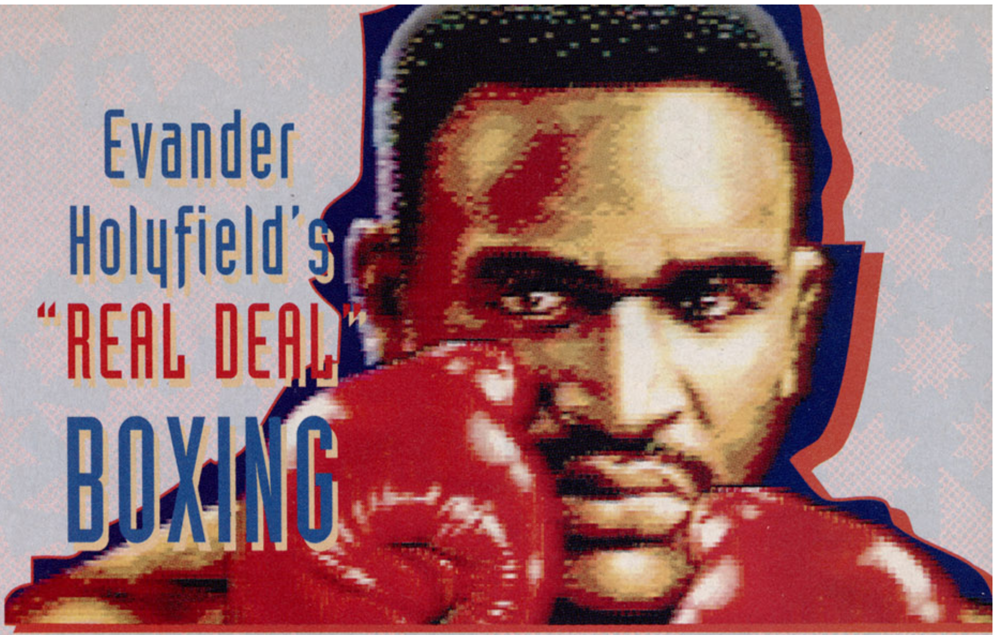
GENESIS PRO REVIEW

Evander Holyfield's "REAL DEAL" BOXING

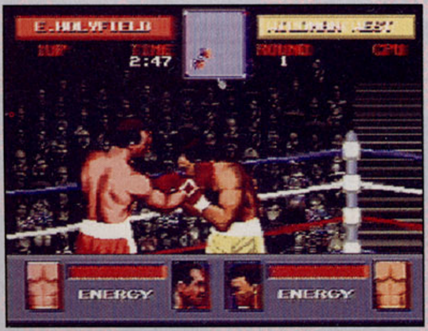


By Weekend Warrior

Sega scores a solid KO with Evander Holyfield's "Real Deal" Boxing. Hands...err, gloves down, this is one of the most enjoyable boxing games for any home system!

Whatsa "Real Deal?"

Real Deal showcases "real deal" graphics. They're extremely well-rendered and lifelike. From Evander's image on the photo-realistic startup screen to the babe-o-rriffic, bikini-clad model announcing each new round to the gruesome spurts of sweat and blood when someone gets rocked, it's clear that Sega's video artists went the distance for every pixel and sprite.



PROTIP: Block low and follow with uppercuts every time your opponent goes for your body.

PROTIP: Use your less favored arm to keep your opponent at a distance with several jabs. Follow with a solid hook from your favored arm.

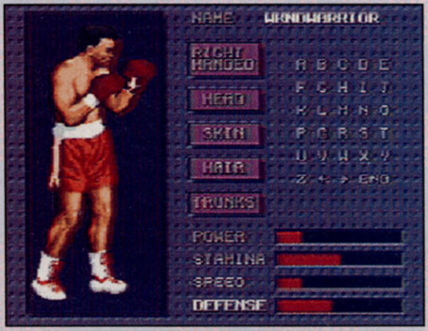
The action in the ring appears in a unique third-person perspective that mimics a camera moving completely around the perimeter of the ring. Although the boxers are seen waist up from the side, they move freely throughout the ring. A handy overhead map charts the position of each fighter.

PROTIP: Force your opponent into a corner as much as you can.

Contenders and Bums

Real Deal's stable of fighters is a knockout! Choose a Single-player, Two-player, or a Computer vs. Computer fight with 30 different boxers to choose from. Each boxer is ranked according to a fight history and ratings in four Attributes: Power, Stamina, Speed, and Defense.

The cart's best feature, however, is the ability to create your own fighter almost down to his toenails! Choose between right- or left-handed, the pigment of his skin, the tint of his hair, the color of his trunks, the shape of his head and a snappy fight name. Each hard-earned victory enables you to add units to your fighter's Attributes. Not being able to save your boxer is the cart's low blow.



PROTIP: In the beginning, concentrate units on Stamina and Defense Attributes. Build up Strength and Speed later.

Murder da Bum!

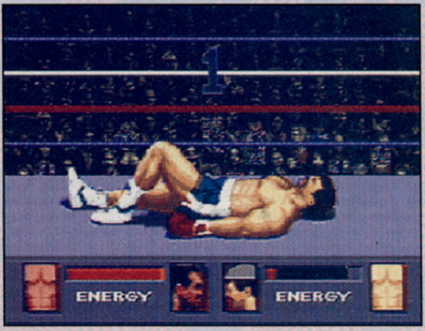
Game play emphasizes rhythm between punching and blocking. The controls are silky smooth as well. Unlike arcade fighting games, which emphasize nonstop action and radical moves, these fighters (like real-life boxers) can only punch so fast and take so many blows. You throw left and right jabs, hooks, and uppercuts at the head or the body. You block either high or low.

PROTIP: Back off and retreat to replenish your Strength meter.

PROTIP: Work on your opponent's head and body.

PROTIP: Always use your favored arm for the killer blows. Uppercuts cause the most damage.

Three-minute rounds can range from three to 12 rounds. At the end of every round, judges award each fighter up to 10 points. You can win either by a KO (Knockout), a TKO (Technical Knockout), or by out-pointing the other fighter.



PROTIP: If you hit the deck, hit A as fast as you can. It might revive you just in time.

It's a Hit!

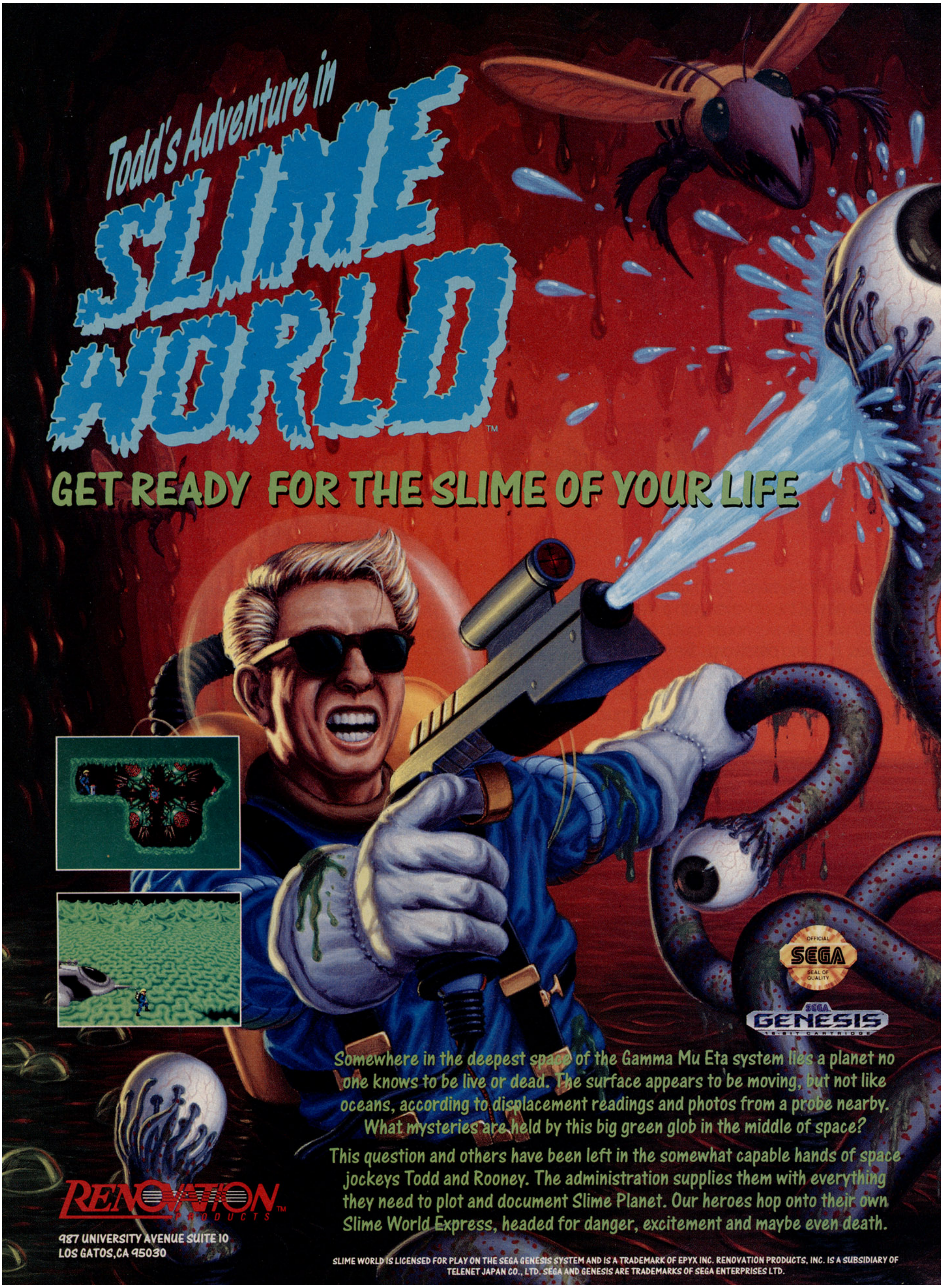
Evander Holyfield's "Real Deal" Boxing is the champ! One-player mode is extremely challenging, but the two-player action is the most fun. It's the perfect way to take out your frustrations and settle old scores! This cart stands on its own with or without Evander Holyfield's endorsement. This IS the Real Deal!

Evander Holyfield's "Real Deal" Boxing by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	5.0	ADV. Advanced

$49.95
4 megs
Available August '92

Sports
One-Two Player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This question and others have been left in the somewhat capable hands of space jockeys Todd and Rooney. The administration supplies them with everything they need to plot and document Slime Planet. Our heroes hop onto their own Slime World Express, headed for danger, excitement and maybe even death.

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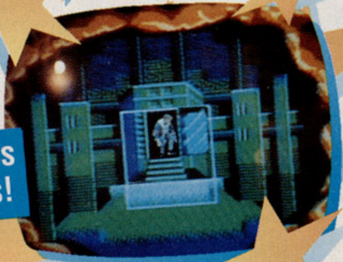

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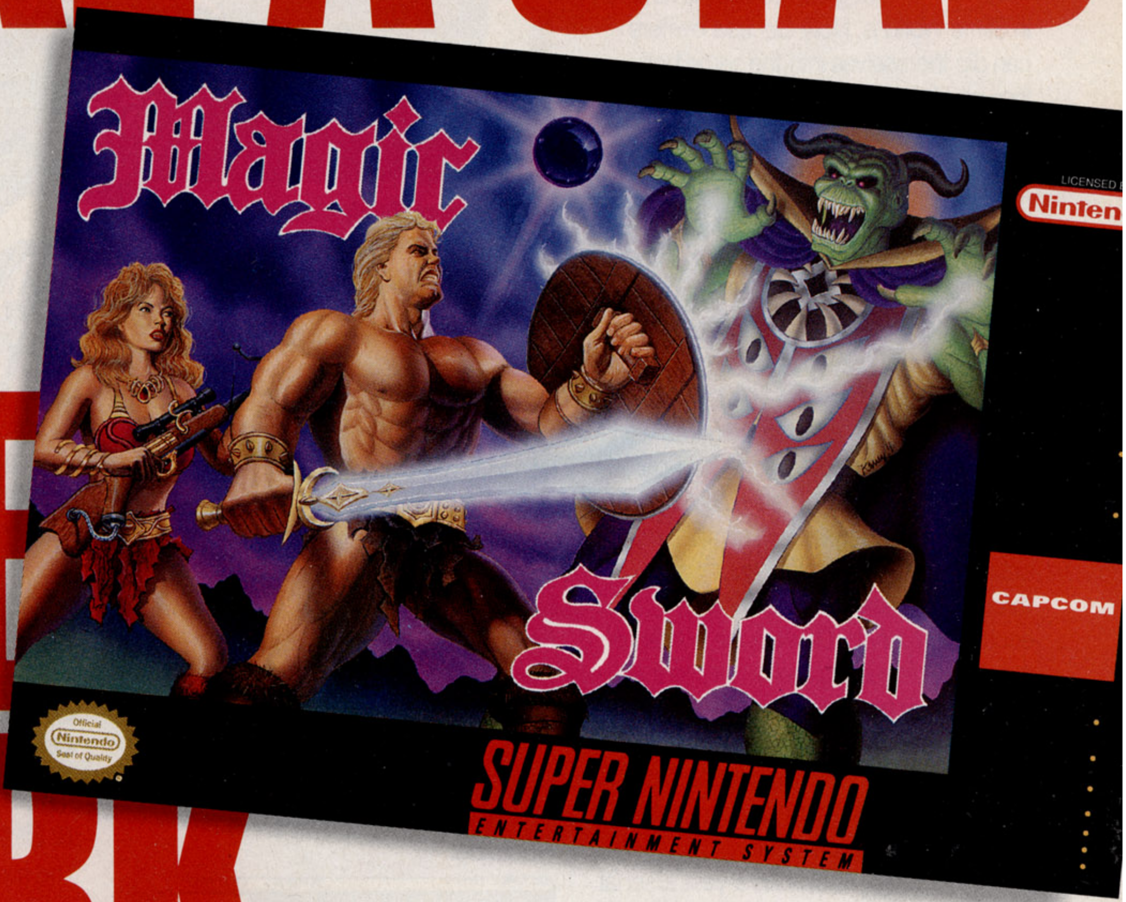
TAKE A STAB IN THE DARK.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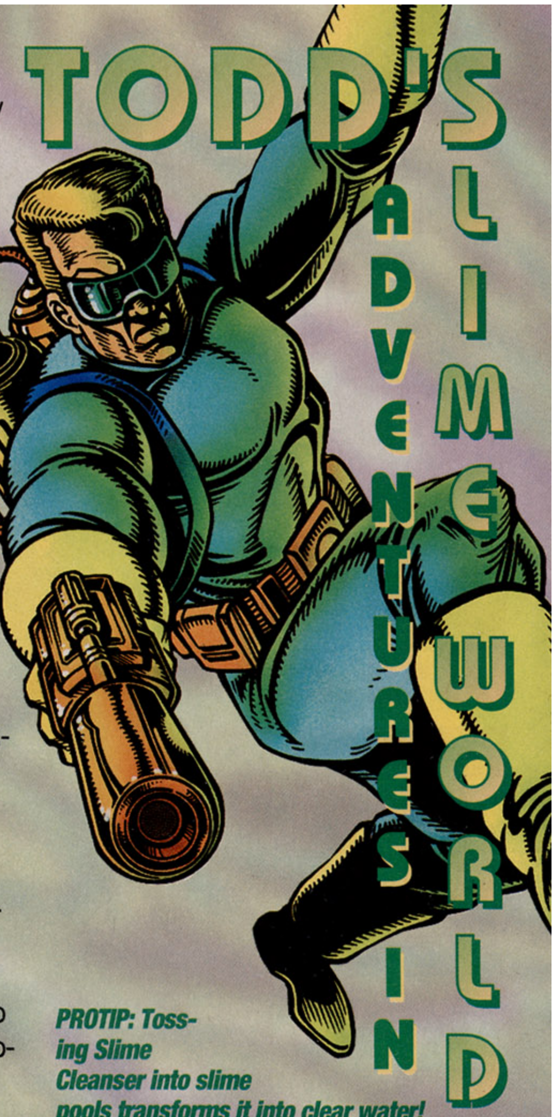
GENESIS PRO REVIEW

TODD'S ADVENTURES IN SLIME WORLD



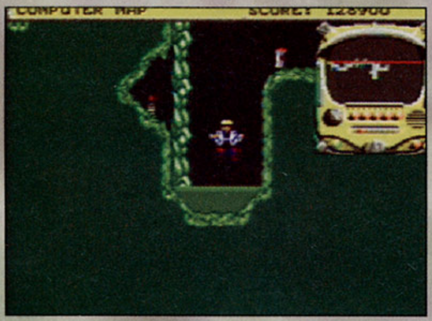
By N. Somniac

For quite some time, Lynx players have known what a hot game Todd's Adventures in Slime World is. Now Genesis owners can dip themselves into the same bottomless pit of disgustin', oozin' fun! Renovation presents a faithful translation of this popular cart, plus enhanced graphics and game play! Whether playing solo or with a friend, you're in store for a gooey good adventure!

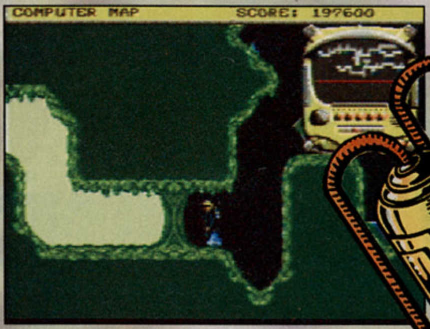
Slime Time!

You're Todd, famous intergalactic explorer, in search of priceless slime gems scattered deep within the bowels of the planet Slime World. Gathering slime gems won't be easy in this side-scrolling, third-person perspective game. You have to drop into the heart of the planet and climb, jump, crawl, trudge, and sludge your way through an endless maze of slime-encrusted tunnels. Beware the hordes of repulsive, disgusting monstrosities that inhabit every nook and cranny of this underground world. As if things couldn't get any worse, the glowing green slime completely surrounding you can disintegrate you within moments!

Fortunately, Todd has a vast arsenal of weapons and devices at his disposal, in addition to his laser pistol. Scattered throughout Slime World are Mega Bombs, Slime Shields, Slime Cleansers, Ammo, Slime Bait, and Jet Packs that assist your progress through the muck and slime. The most important item is your Computer Map, which tracks and diagrams your movements through the maze of passages. If you're ever completely lost, the handy Restart/Password feature enables you to either completely restart the game or restart in a previous location.



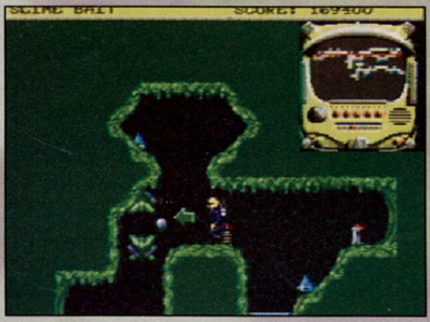
PROTIP: Don't dip your jets into pools of water. You'll explode!



PROTIP: Immediately duck into an adjacent chamber after setting a Mega Bomb, or you'll end up charbroiled!

Oozin' Options

Choose from among six different adventures on Slime World. "Easy" requires you to merely stay alive until you find a way out. "Logic" removes your pistol, leaving only your wits to help you survive. "Exploration" thrusts you into confusing circular passages as you try to find your way to the rescue ship. "Suspense" drops you onto Slime World two minutes before it explodes. "Action" provides nonstop hordes of monsters in every direction. "Arcade" makes life difficult by taking away the option of restarting.



PROTIP: Plant Slime Bait near passageways so you can easily pick off all the nasties it attracts.

PROTIP: Watch out for red slime that destroys you upon contact!

You'll be amazed at the multitude of caverns, creatures, and catastrophes awaiting you at every turn. Jump and climb everywhere to discover secret passages. Be careful! Carnivorous monsters often lie submerged just beneath the calm surfaces of slime. Use Slime Shields, Red Slime Gems, or pools of clear water to rinse off the deadly goop.

PROTIP: Tossing Slime Cleanser into slime pools transforms it into clear water!

A Disgustin' Delight!

The many features of Todd's Adventures in Slime World provide an infinite number of strategies and moves. The two-player option works extremely well by splitting the screen in half but doesn't compromise any of the graphics or the game play. Although it's identical to the Lynx version, those who have already played this cart will want to experience this game on the large screen. Sharp graphics, an engaging story line, and a nice mixture of action and suspense guarantees a messy, but fun-filled, time for all! Let's get slimed!

Todd's Adventures in Slime World
by Renovation

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.5	4.5	INT. Intermediate

$49.99
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GENESIS PRO REVIEW

Cyber Cop

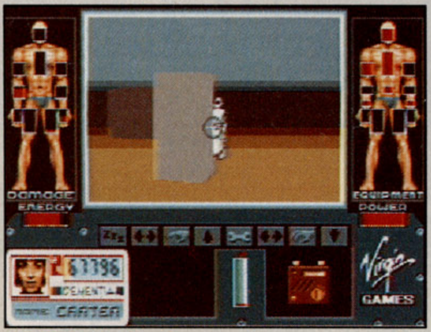
By Milo Prophet

Attention hackers and techno-punks! Looking to get your degree in demolition? Bachelors in bombs? Masters in mercenary antics? Be all you can be. Infiltrate the U.C.C (Universal Cybernetics Corporation). Robo-wimps need not apply. B.Y.O.B. – bring your own body bag.

Spies Like Us

Sound like an ad from the latest "Soldier of Industrial Misfortune" magazine? It's just a metallic taste of what's in store for the soon to be Cyber Cop player. This spy simulator by Virgin Games offers great first-person, 3-D perspective play and fast action – an element that's often lost in simulator-type games.

You're a lone Zodiac agent deep inside the U.C.C. building. Your mission is to locate and retrieve an experimental embryo that's the key to all of the U.C.C.'s questionable and possibly illegal experiments.



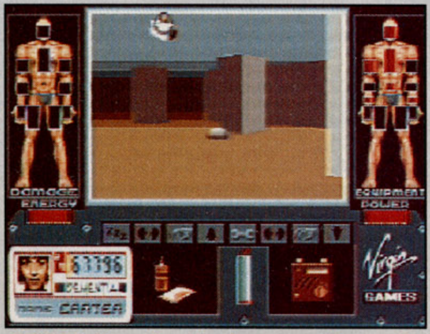
PROTIP: To live long and prosper, practice jumping over security squares and around corners

To nab the egg, you've got to locate the computer that's going to upgrade your security access and then head for the elevator to reach the next floor of the building. In the eerie muted light of the halls, you blast robots, giant green monsters, spiders, or other beastly bad guys. You also shoot security cameras, hop over pressure sensitive floor panels, and search 15 floors for the test tube tyrant.

PROTIP: Use the computer to make maps of different floors. You'll need to travel between levels at various times.

Hide and Go Sneak

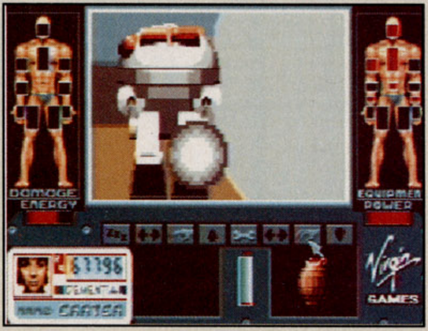
You have the choice of beginning the game blind or selecting one of six characters. If you select a character, you can check out one of the hippest Option Select screens to date and even customize your spy-guy. Choose between five different guns and stock up on electronic gadgets (Lock Picks, Brain Implants, Chemicals, and Power Packs). Don't sweat it if you can't afford an overpriced arsenal, you can find items stashed in the U.C.C. building.



PROTIP: If you're short on supplies, enter the elevator and return to the lower floors. Many special items, such as Drink Refills, Electronics, or Medikits, reappear where you grabbed them before.

PROTIP: Always purchase a Bomb. If you have one when you run out of energy, you'll be taken prisoner by the U.C.C., but you won't die. You can use your Bomb to escape.

PROTIP: Write down complicated passwords frequently and carefully. Here's a Level Two code: HKAOCOANELFKDSGMKOEKISDM.

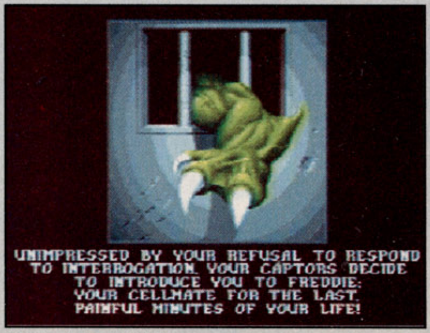


Face to 'bot.

Police Brutality

Cyber Cop's controls might make you call for the cops. You interface with the game through a point-click-and-shoot system. The semi-sluggish controls require a breaking-in period to learn, but you learn to make them work eventually.

The graphics cook, but the sounds simmer. You run around big polygon-based mazes like a James Bond rat looking for some cheese. The backgrounds are typical of today's large office buildings, with their passive-colored carpets, various plants and chairs, and, oh yeah, seven-foot-tall slobbering mutants. Cyber Cop's music is repetitive and doesn't stand out, but listen for audible sounds of danger.



UNIMPRESSED BY YOUR REFUSAL TO RESPOND TO INTERROGATION, YOUR CAPTORS DECIDE TO INTRODUCE YOU TO FREDDIE: YOUR CELLMATE FOR THE LAST PAINFUL MINUTES OF YOUR LIFE!

Clawed by Freddy.

Corporate Raiding

Cyber Cop takes time, but it's worth a play. You must plan your moves, manage your equipment, and keep an eye out for "Freddy," the artificial life form in question. Check out Cyber Cop if you want to jump into the shoes of a futuristic super spy, blow stuff up, and, perhaps, save the world from another hostile corporate takeover.

Cyber Cop by Virgin Games

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.0	4.0	EXP. Expert

$59.99	Action/Adventure
8 megs	One Player
Available now	Passwords

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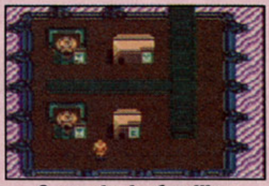
Star Odyssey

By Milo Prophet

The Onoto race has ruled the Galaxy Union Empire for sixty-five million years, but the Empire's time is about to run out!

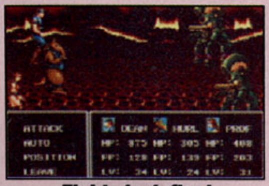


Space looks familiar.

Speaking of time, you'd better have alot of it if you decide to blast off into Star Odyssey, a massive role-play game by Sage's Creation. You're out to preserve the Empire. Along the way you must stop an interplanetary war, crack a drug cartel, cure a blind girl, create your clone, and rescue a princess. You lead up to three characters through an epic-length space quest, which covers eight standard issue planets.

PROTIP: Be fully equipped, and at least Level Six before you venture past the Tamuwood Stephorn. Gaz waits there.

PROTIP: To find the secret Vegan Tunnels, search the lower right portion of the first regular tunnel and the upper left portion of the other one. Look for Quam.



Fights look fine!

The flashy graphics will dazzle RPG vets. You do your traveling and character-interrogating through smooth scrolling, overhead-view screens. The eye-catching, RPG-style fighting sequences appear in a side-view, horizontally scrolling perspective.

Be prepared to study the manual. There's an exceptionally large number of monsters, but your arsenal is diverse and complex. In addition to five weapons and 11 tools, you must master four magic Elements, which produce 40 documented effects.

PROTIP: After using Woodkill on the Ivy, be sure to read the charts in the spaceship.

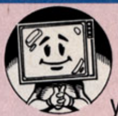
Star Odyssey looks great and plays okay. It's good for 48-72 hours of introspective fun. Get lost in this space, if you have the time.

Star Odyssey by Sage's Creation

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.5	3.5	3.0	3.5	Intermediate

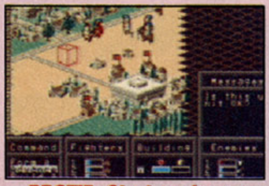
$69.95	Role-play
8 megs	One Player
Available now	Battery back-up

Warrior of Rome II



By VideoHead

In Warrior of Rome II by Bignet you can prove your tactical genius as Julius Caesar.This challenging real-time, war simulation features three entertaining methods of play. In one-player mode, you can choose your battleground from 20 maps. Two-player mode lets you play simultaneously against a friend via a split screen display. In Campaign mode, you wage 15 separate battles against traitorous armies in Asia.

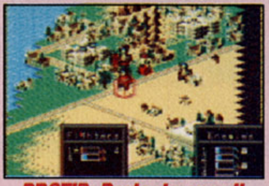


PROTIP: Start each map by sending a minimum of three units to build a fort and coliseum.

This game resembles the original Warrior of Rome in name only. There's much more control over the battles, thanks to multiple user-arrangeable windows, five difficulty settings, message boxes, and a map-viewing scroll feature.

You guide the combat from a 3/4 overhead perspective. Despite cartoony graphics, there's a realistic feel. During battles, you get close to the action as you watch your legions clash. Soldiers moan when they're dealt a fatal blow, and you see their spirits rise into the air. The sound effects are odd, but the music's good.

To improve your chances of success, you build forts, shipyards, and coliseums. You train your troops, and decimate the enemy populace. You can rest injured units and advance your armies by sea.



PROTIP: Protect your villages. You need the population for replacements.

PROTIP: Whenever possible, attack forts, shipyards, and villages rather than troops.

Warrior of Rome II is a giant step forward in the war simulation game category. Overall, if you aspire to conquer huge military simulations, do as the Romans do in Warrior of Rome II.

Warrior of Rome II by Bignet

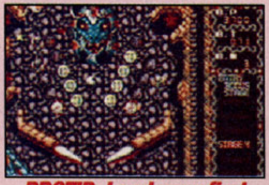
Graphics	Sound	Control	FunFactor	Challenge
				EXP.
3.0	4.0	4.0	3.0	Expert

Price not available	Military Strategy
8 megs	One Player
Available now	

Dragon's Fury

By Captain Meat Cleaver

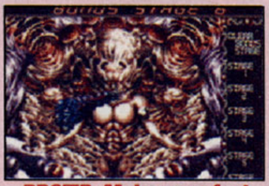
Ker-SPLAT! Another bugger buys the farm! Dragon's Fury is one demented pinball nightmare. What a rush!



PROTIP: Land your first shot in the hag's face for 2 million easy points.

Get set for culture shock, pinball pushers. Dragon's Fury for the Genesis puts a curse on your little metal ball. Instead of cute bumpers, ramps, and pop-up targets, drooling demons, ghastly ghouls, and a crew of dark-side derelicts are your ball's prey. To crash the machine and exorcise evil, you gotta flip the scoreboard with one billion points!

Fury's game play provides several afternoons' diversion of no-rules pinball. The table's three playfields scroll crisply, and each contains a slew of secret prizes, concealed passageways, and infectious fiends to shoot for points. Slide your ball into a marked exit and you'll enter one of six bonus rounds that are populated by ugly boss monsters.



PROTIP: Make a perfect score on all six bonus stages and receive 50 million points

Dragon's Fury keeps the ball rolling. You twist your flippers and tilt the table to nudge your ball in the right direction. The cart wins on attitude alone. Each screen is richly illustrated, right down to the cultish pentagrams. Disturbing music and cackling demon laughter set the mood. One sitting won't cut through this mess, so pause the game and copy the password to restart in the thick of the action.

Hand Tengen an Oscar for this terrific prest-o, no change-o cart conversion of the original TG-16 edition, Devil's Crush. Claw your way to a game store and rip into Dragon's Fury!

Dragon's Fury by Tengen

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.5	4.5	4.0	Adjustable

$54.95	Pinball
4 megs	Two Player
Available July '92	Passwords

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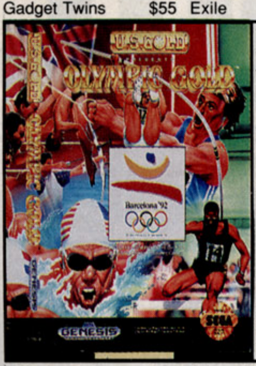

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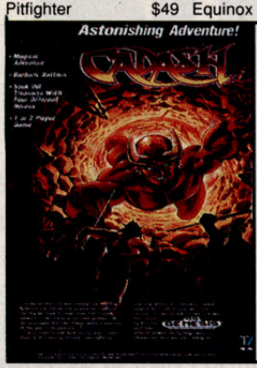

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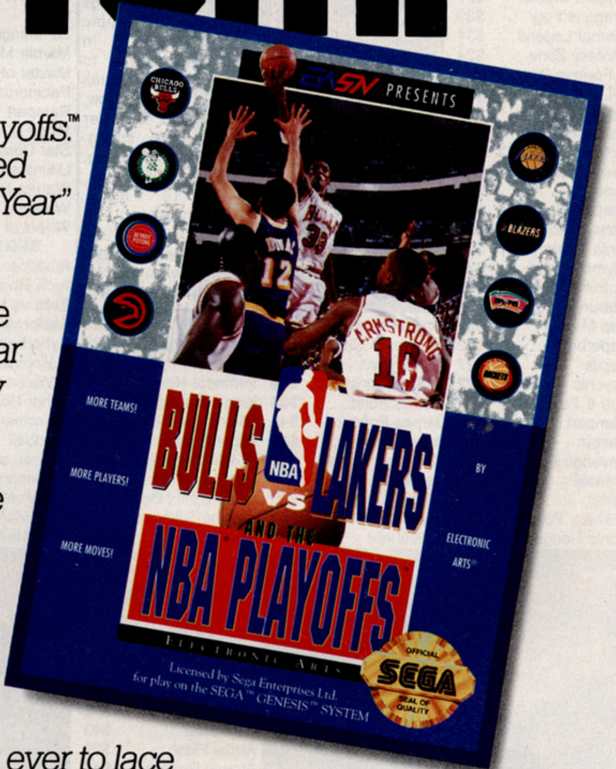
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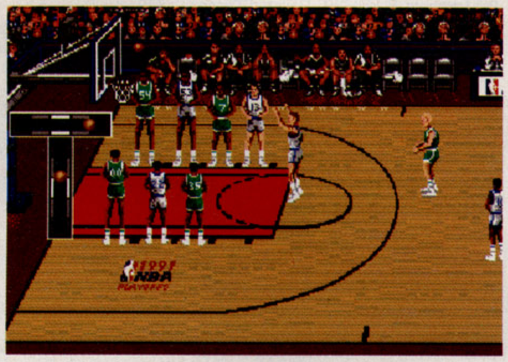
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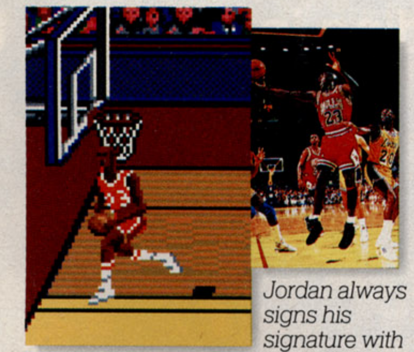
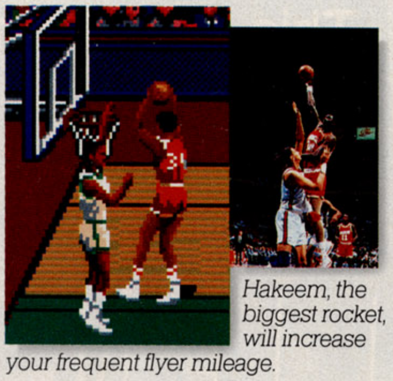
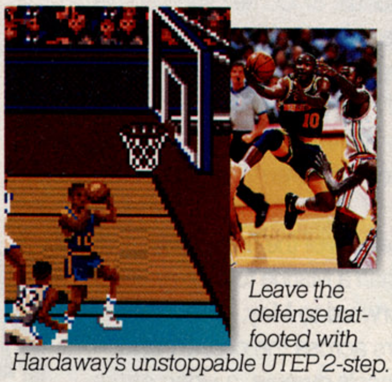


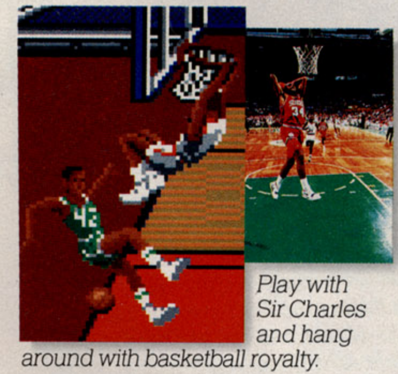
Jordan always signs his signature with a flourish: his patented Air Reverse.



Hakeem, the biggest rocket, will increase your frequent flyer mileage.



Leave the defense flat-footed with Hardaway's unstoppable UTEP 2-step.



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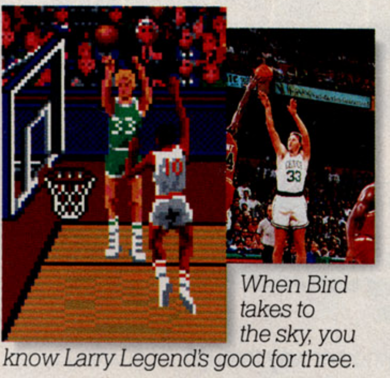
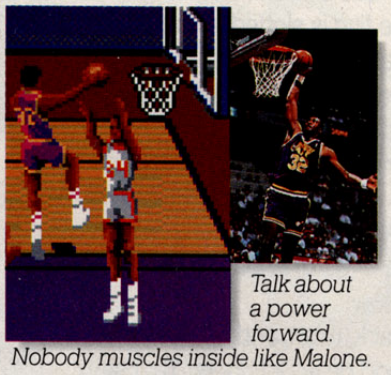


When Bird takes to the sky, you know Larry Legend's good for three.



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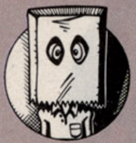

By The Unknown Gamer

"In space... no one can hear you scream."

In 1979, these eight words introduced the American movie-going audience to a new type of terror – Alien. A far cry from the comical creatures of the Fifties, the monster of this film was a glistening thing of pure evil with razor sharp teeth that protracted from its jaws to reach for its prey, a sloped head, protruding spines, and acid blood. The Alien was an incredible, unstoppable, killing machine – a predator, well equipped for the hunt. The nearly insurmountable task of stopping this creature fell into the hands of Sigourney Weaver, who starred in the role of "Ripley."

Luckily for us, Sigourney survived her first encounter with the Alien – paving the way for the epic sequel, "Aliens," which was released in 1986. This time, Ripley is an adviser for a group of kick-butt Marines. They think they have the military know-how to stop the Alien's killing ways. But as Ripley and viewers of the first flick know, it takes more than a Marine to stop an Alien.

Flash forward to May, 1992. "Alien 3" hit theaters across the country and, for lucky Genesis owners, a video game version of the film is slotted for a summer release. A Game Gear version is also planned for later this year! What more could you ask for?

In honor of this blockbuster game, your friends at GamePro (with the help of the folks at Arena Entertainment) present (ta da!) – **The Official Alien 3 Video Game Preview!**

So sit back, relax, and try not to get any alien blood on your fingers. That stuff burns, you know!

Alien 3 is a one, or alternating two-player, fast action game for the Genesis. In this 8 meg cart, you take the role of the main character, Ripley. This survivor of past Alien terrors awakens to find that her emergency escape pod was jettisoned from the Marine Warship Sulaco after a space disaster, and has crash landed on the Planet Fiorina-161. Fiorina-161, once a mining colony, is now a prison – a dream come true for one hungry Alien stowaway. Ripley has to wind her way through 15 grueling levels of arcade-style blood and guts fighting. Each of the prison's complex levels is a maze of deadly corridors, and Ripley's got to roam them all in order to free as many prisoners as possible before the Aliens get to them. She's armed to the teeth with a pulse rifle, grenade launcher, flame thrower, hand grenades, and alien motion tracker. But will that be enough? Remember, this time it's hiding in the most terrifying place of all!

Alien 3 by Arena Entertainment
Available Summer '92

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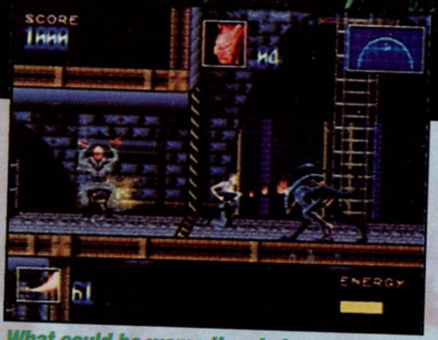
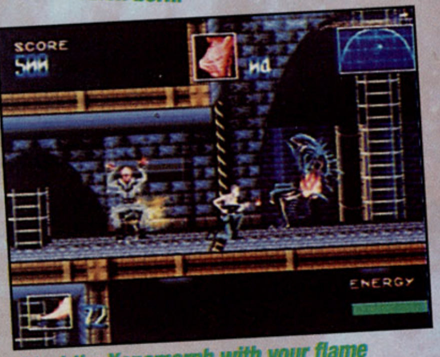
ALIEN
This time it's hiding in the most ter

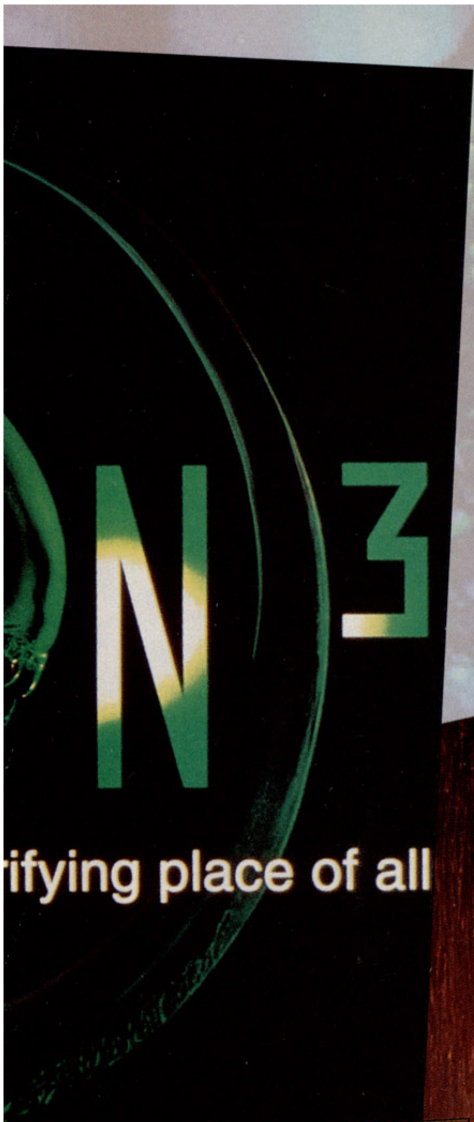
They're back...for the third time on the big screen. The saga continues in Alien 3. They're also making a video game debut in an 8 meg video adventure for the Sega Genesis.



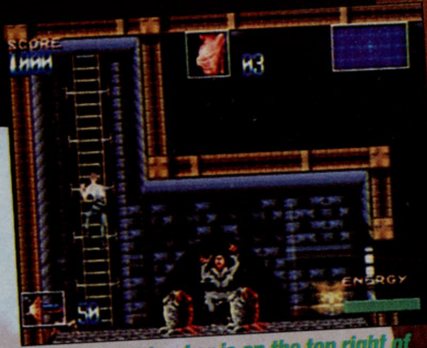
What could be worse than being a prisoner on a lifeless rock in space? Rescue cocooned prisoners before Aliens burst from their chest. The top center indicator shows when a prisoner has been killed and another Alien born.



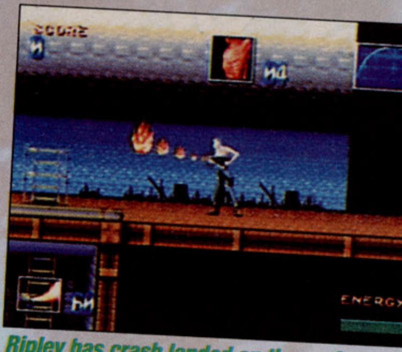
Blast the Xenomorph with your flame thrower. Other weapons include a machine gun, grenade launcher, and hand grenades.


ON 3
rifying place of all

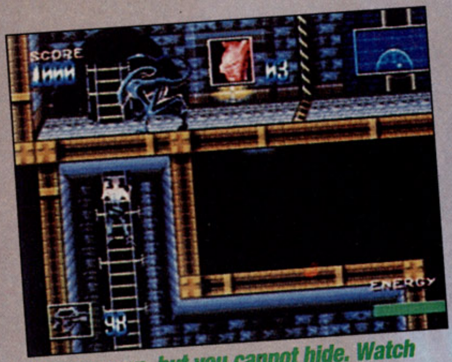
THE MOVIE!


SCORE
ENERGY

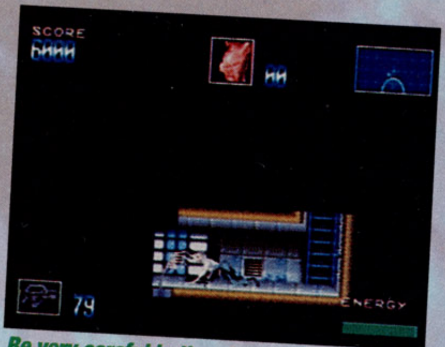
Your motion tracker is on the top right of the screen. It indicates when an Alien is in range.


SCORE
ENERGY

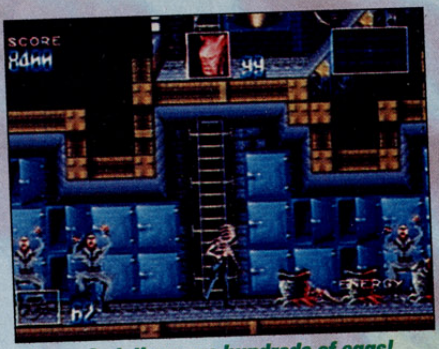
Ripley has crash landed on the surface of Fiorina-161, an ex-mining colony turned prison. "The Company" is sending a rescue mission. Can you survive for twelve hours?



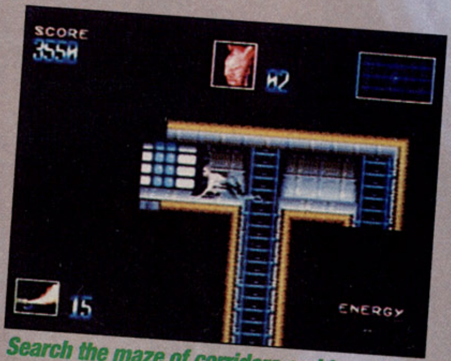
You can run, but you cannot hide. Watch out. The Aliens are fast and spit acid.



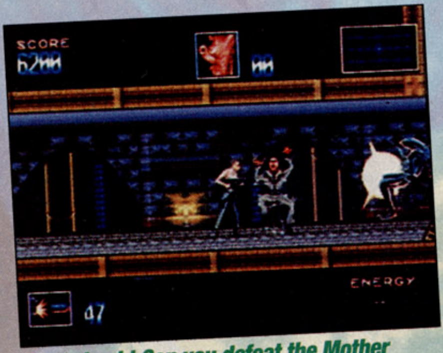
Be very careful in the air duct – you can't see very far ahead and face-huggers can be anywhere.



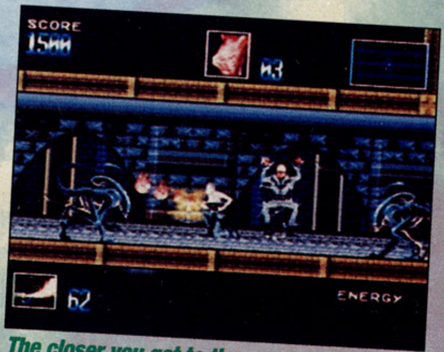
Oh my God, there are hundreds of eggs!



Search the maze of corridors and tunnels for parts to repair the damaged prison generator.



She's back! Can you defeat the Mother Alien?



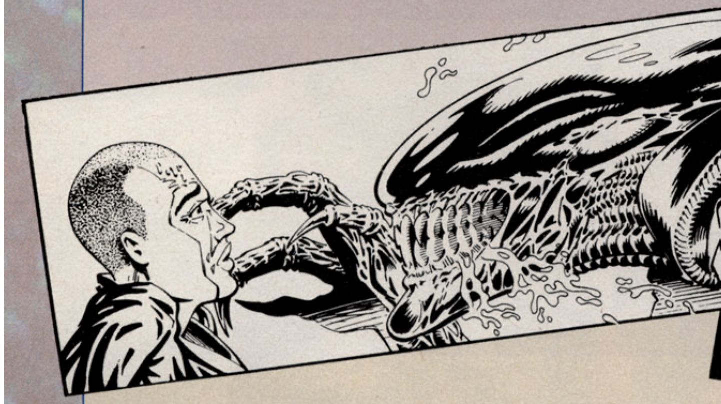
The closer you get to the generator room, the more Aliens you'll find...er...the more Aliens will find you.

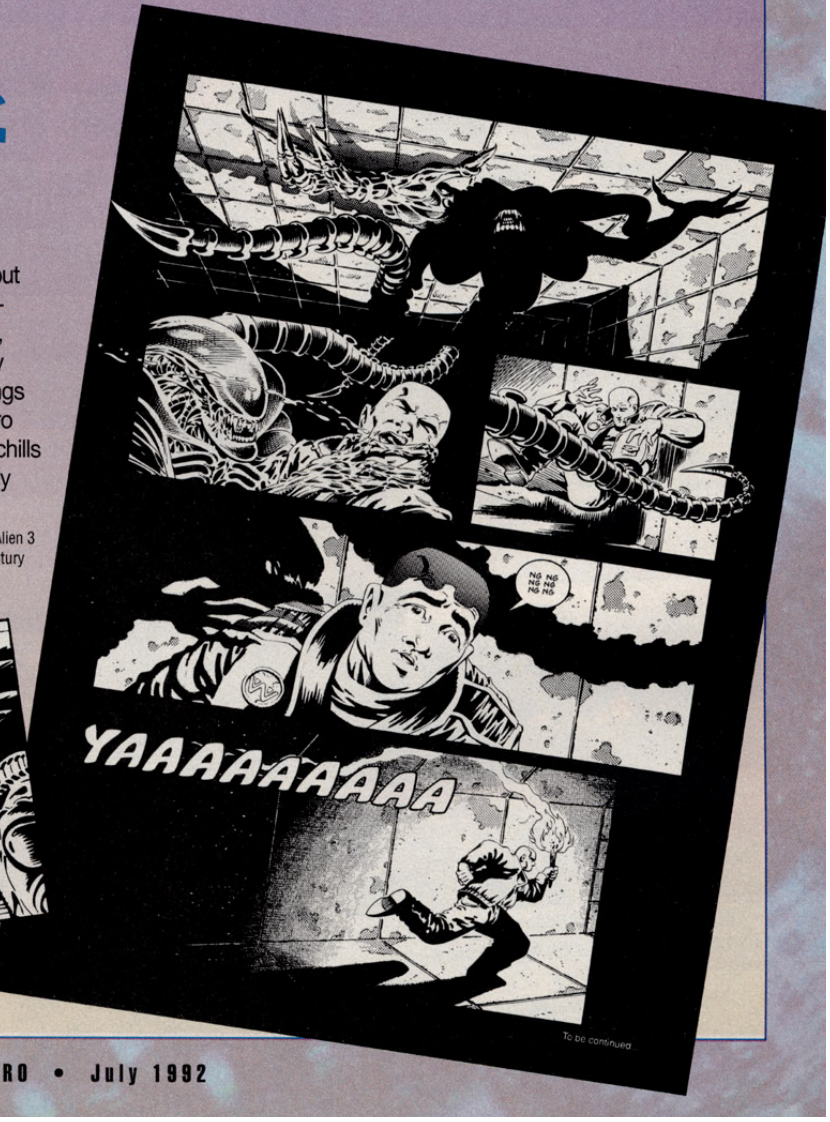
THE COMIC BOOK!

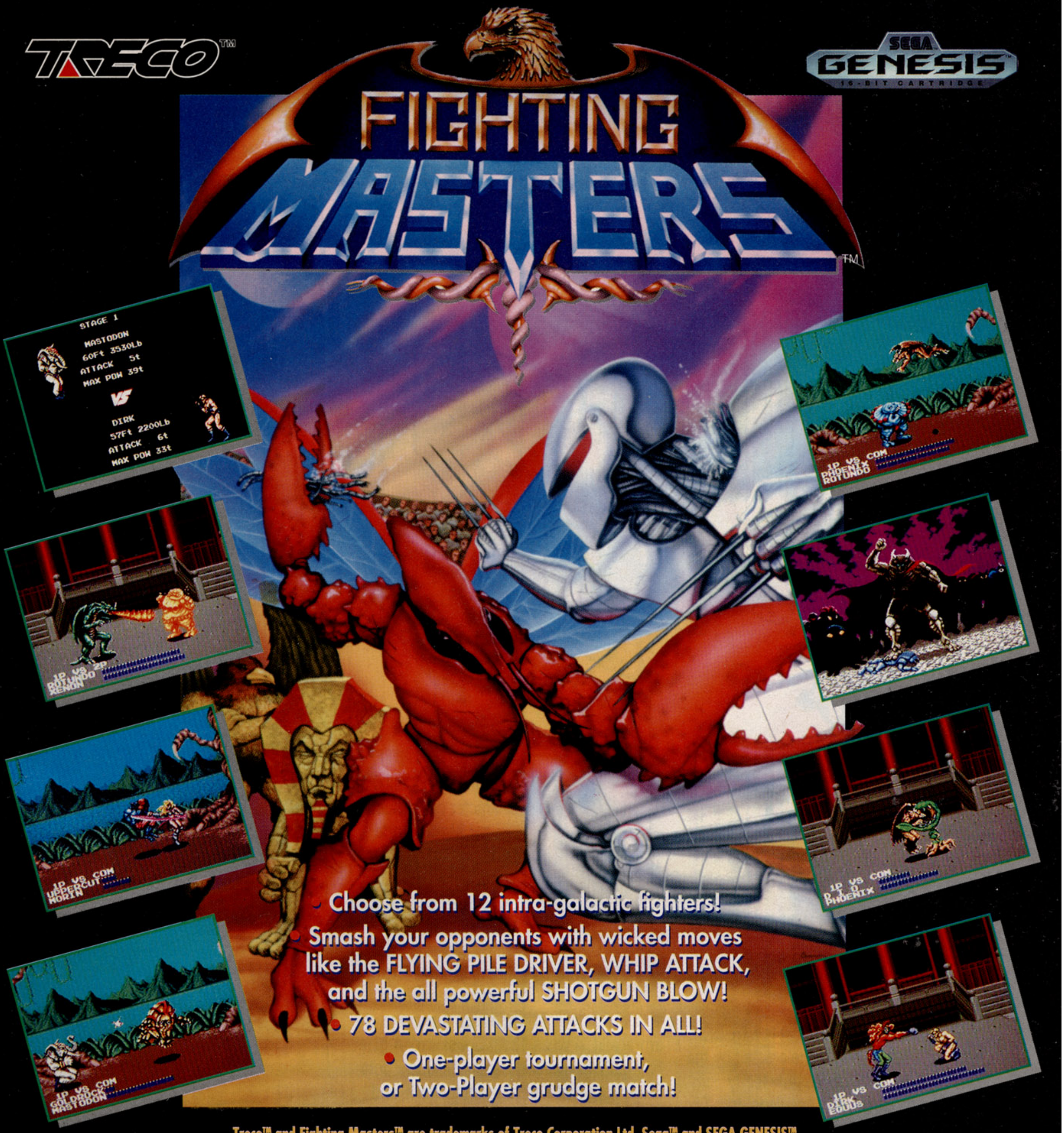
DARK • HORSE • COMICS •

Alien 3 is not only the summer's hottest movie and video game, but it's also hitting your local newsstand as a 3-part comic book mini-series by Dark Horse Comics! Here's a sneak peek at the intense, four-color action awaiting you. Written by Steven Grant, drawn by Christopher Taylor and Rick Magyar, with awesome cover paintings by Arthur Suydam (issue #1 features the same art as our GamePro cover), this comic book adaptation of the movie promises all the chills and thrills of its celluloid big brother! The first issue of this biweekly series hits the stores the first week in June. Check it out!

Alien 3 #1 artwork provided courtesy of Dark Horse Comics, Inc. Used by permission. Aliens and Alien 3 tm & (c) 1992 Twentieth Century Fox Film Corporation. Tm indicates a trademark of Twentieth Century Fox Film Corporation. All rights reserved.



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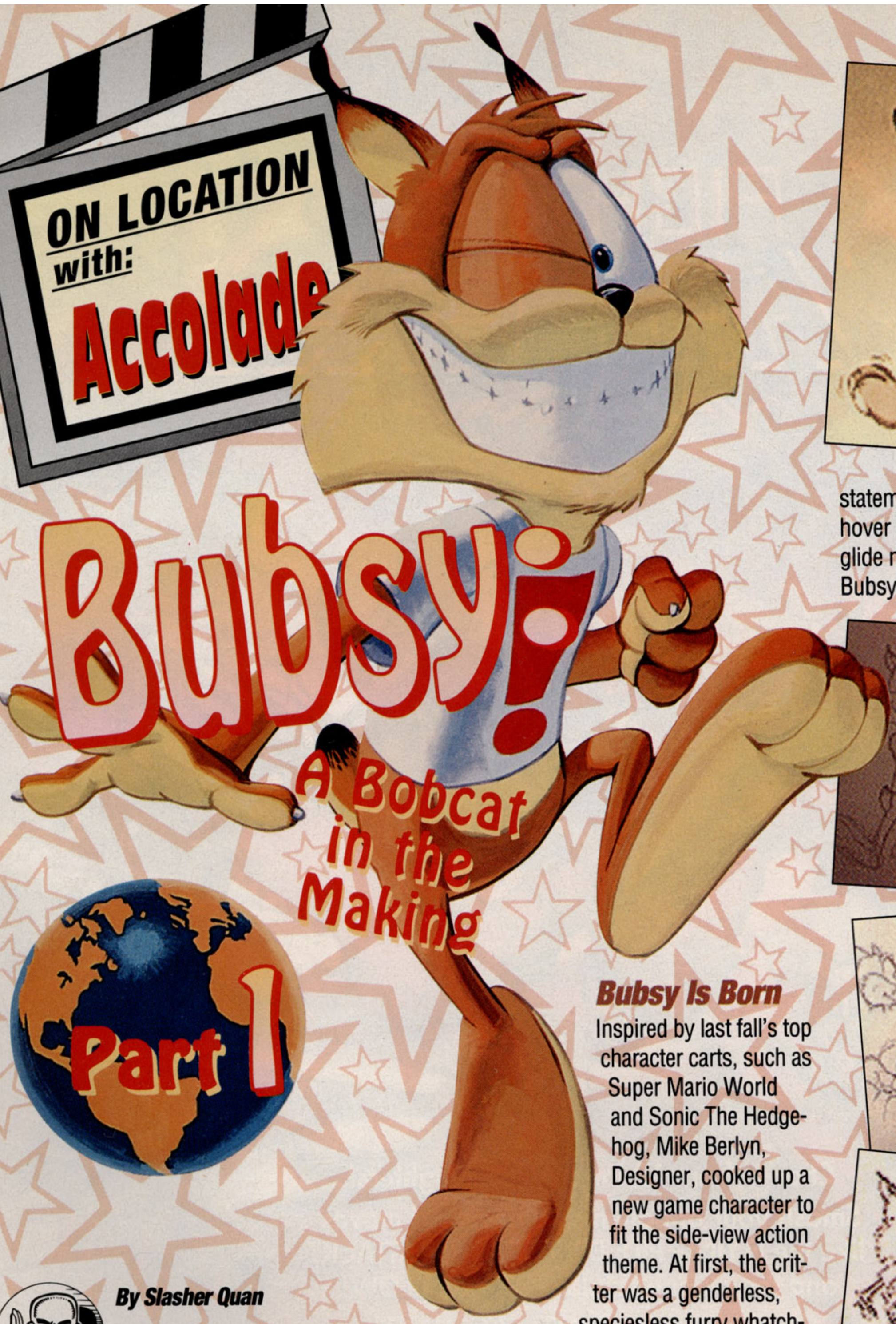


ON LOCATION with: Accolade

Bubsy!

A Bobcat in the Making

Part 1

By Slasher Quan

Bubsy the bobcat is a frisky, fun-loving feline created by the talented and possibly loony toony game developers at Accolade, Inc. To hop off the drawing boards and onto 16-bit game carts, Bubsy's video world will undergo a massive evolution – from sketch, to computer graphic, to programmer's design screen, to playable video game.

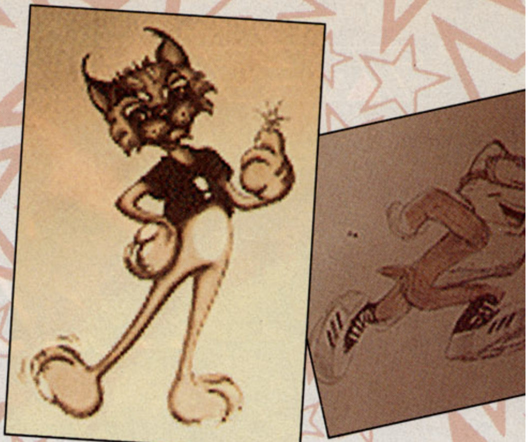
Accolade invited GamePro to scope out how an 11-member design team can craft a great video game, and not strangle each other in the process! We'll reveal the inside workings of Bubsy's step-by-step development over the next several months.

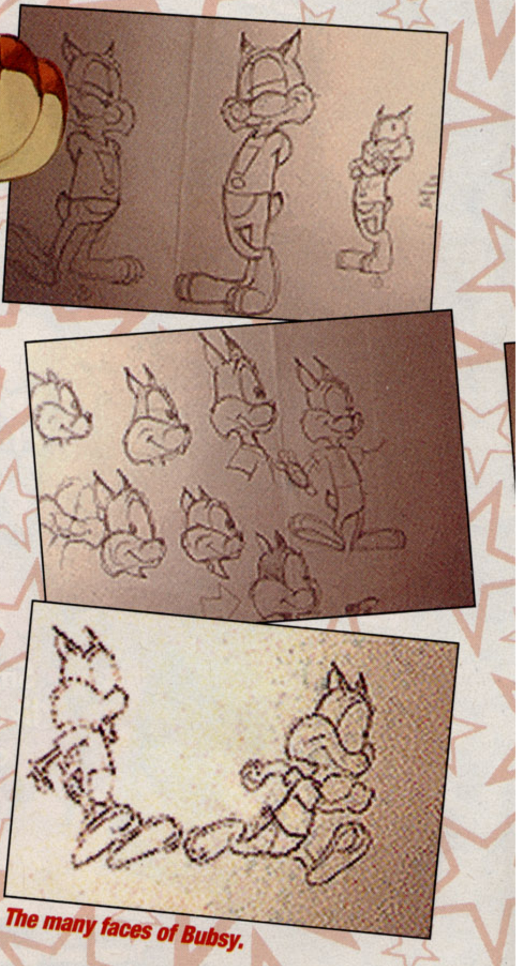
Bubsy Is Born

Inspired by last fall's top character carts, such as Super Mario World and Sonic The Hedgehog, Mike Berlyn, Designer, cooked up a new game character to fit the side-view action theme. At first, the critter was a genderless, speciesless furry whatcham-acallit. A weasel? An opossum? A giant hair ball? Berlyn and Senior Producer John Skeel set Artist Ken Macklin to work, and soon Bubsy the bobcat took shape.

Meet Bubsy. He's a grown-up, streetwise bobcat with green tennis shoes, a tee shirt, and a hover board. No, now he's a cute lil' putty tat with big round eyes and an insatiable appetite for fun with yarn.

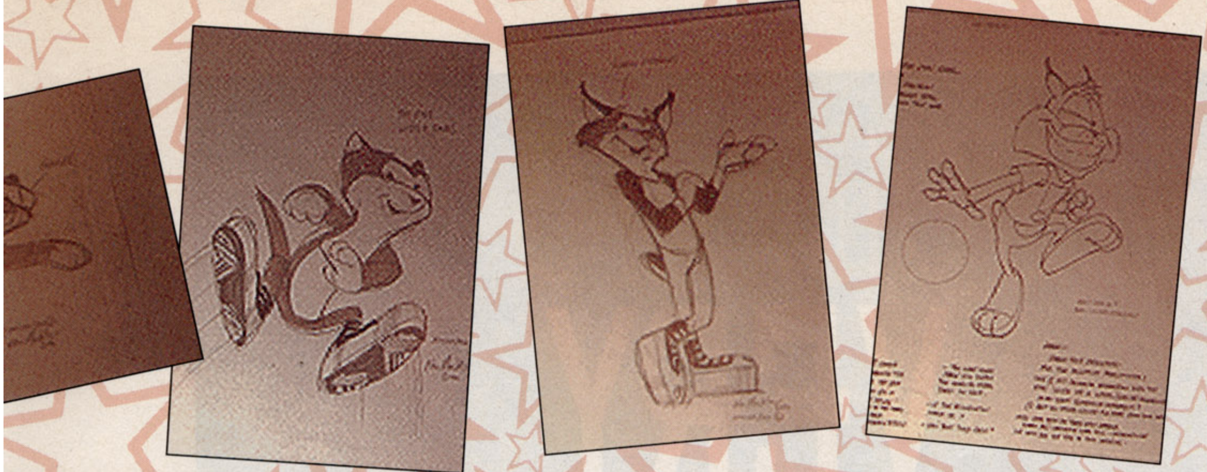
Eventually, the trio hammered out Bubsy's features. In final form, Bubsy's a mischievous, renegade, fully-clawed bobcat with a wide, self-assured grin. He wears a tee shirt with an exclamation point, which is as much a personality trait as a fashion statement. He lost the sneakers and the hover board. Instead, he gained a graceful glide maneuver when he jumps. And yes, Bubsy's still a yarn monger!





The many faces of Bubsy.

To add personality spark, Skeel wanted Bubsy to look, feel, act, and react to his environment like an animated cartoon character. Bubsy's afraid of water, so the player might have to coax him to get his fur wet. If he falls off a cliff, the Bubmeister could hang in midair, wave bye-bye, and plunge to the ground with a resounding thump! Bubsy could even spout wise-

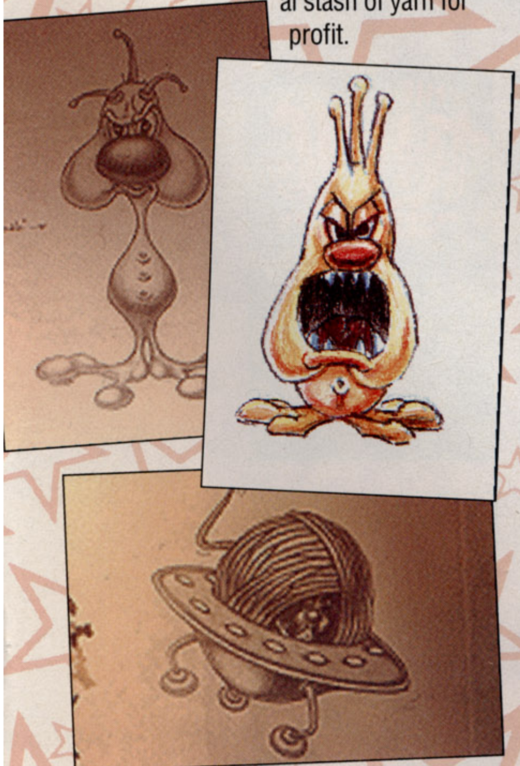


Bubsy evolves from a pretty kitty to a bobcat with an attitude. Notice the sharp ears, ever-ready claws, and confident grin.

cracks when the player meets an untimely death – or achieves an important goal. Yesiree, Bubsy was to be slicker than the average bobcat.

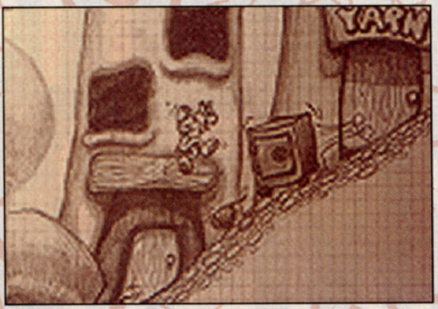
Yarn-ing for a Tail

Now Bubsy needed a game concept. With Bubsy's fondness for yarn balls, it was only natural that some outer-space creeps would want to snatch up his most prized possessions. The villains had names – The Woolies! Led by the Twin Queens of Rayon, Polly and Esther, their Yarn Plated Saucers of Silk invade Earth to steal Bubsy's personal stash of yarn for profit.



Bubsy's worst nightmares, the Woolies, come to life.

Building on the basic story and character elements, Berlyn drafted the game play. Bubsy must retrieve his yarn balls while avoiding or catfighting humorous, bizarre enemies, such as out-of-control roller coaster cars, shades-wearing giraffes, gum ball machines, and elephant nests. Bubsy also interacts with object-oriented puzzles. In one area, Bubsy must open a series of doors as Cheese Wheels threaten to flatten him pancake-thin.



A corner of Bubsyland.

All for One and All for Bubsy

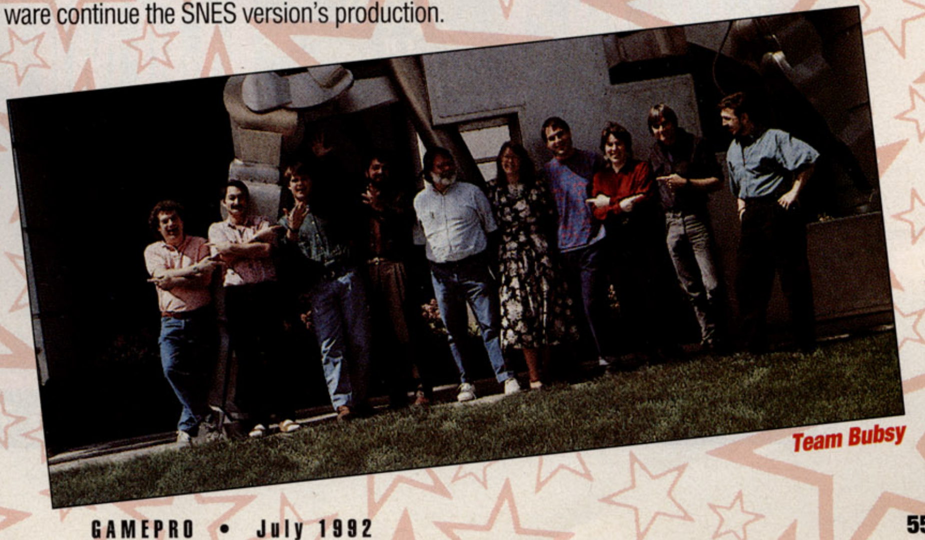
Dual-system development of "Bubsy in Claws Encounters of the Furred Kind" was launched on December 6, 1991. Accolade's San Jose, CA, group planned to complete the Genesis cart for a September '92 release. Solid Software, a programming team in Chicago, would then convert the Genesis design into a Super NES version for an early '93 ship date. Sega's April 16 injunction stopped Accolade from producing new Genesis games, including Bubsy. (See ProNews Report, page 106.) Despite this setback, Accolade and Solid Software continue the SNES version's production.

To meet the stringent deadlines, an 11-member Team Bubsy was hired. Skeel clustered his Bubsteteers together in a single-room, studio environment to encourage open communication and creativity. Each member has a say in the project and can suggest new ideas and improvements.

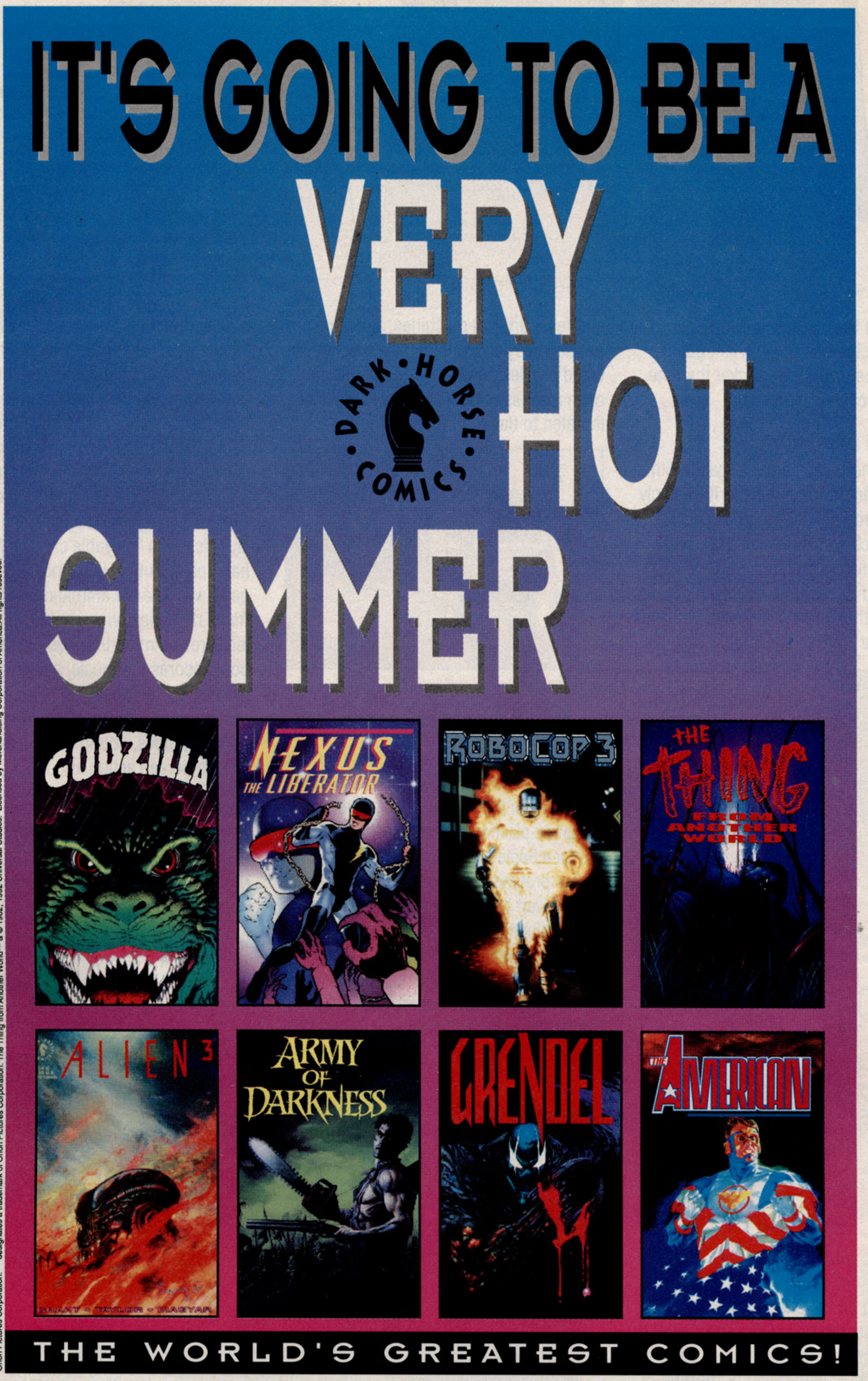
Team Bubsy's overall mission is to turn Berlyn's game sketches and chapter layouts into a "playable cartoon." Artists hand paint Bubsy, the Woolies, and each game inhabitant's animations. The world maps must be constructed with a consistent, free-form cartoon look. A sound composer scores the music, and a voice artist records catchy Bubsy one-liners. Finally, a programmer translates the graphics, animations, tunes, sound effects, and voices into on-screen action and fun.

Furred Ambition

Accolade plans to give the new bobcat on the block a life of his own on the Super NES, and maybe later on the Genesis, too. We'll track the Bubster's progress and examine some key development points so you can see what goes on behind the scenes to bring this groovy feline to life.



Team Bubsy


IT'S GOING TO BE A
VERY
HOT
SUMMER
DARK HORSE COMICS
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NEXUS THE LIBERATOR
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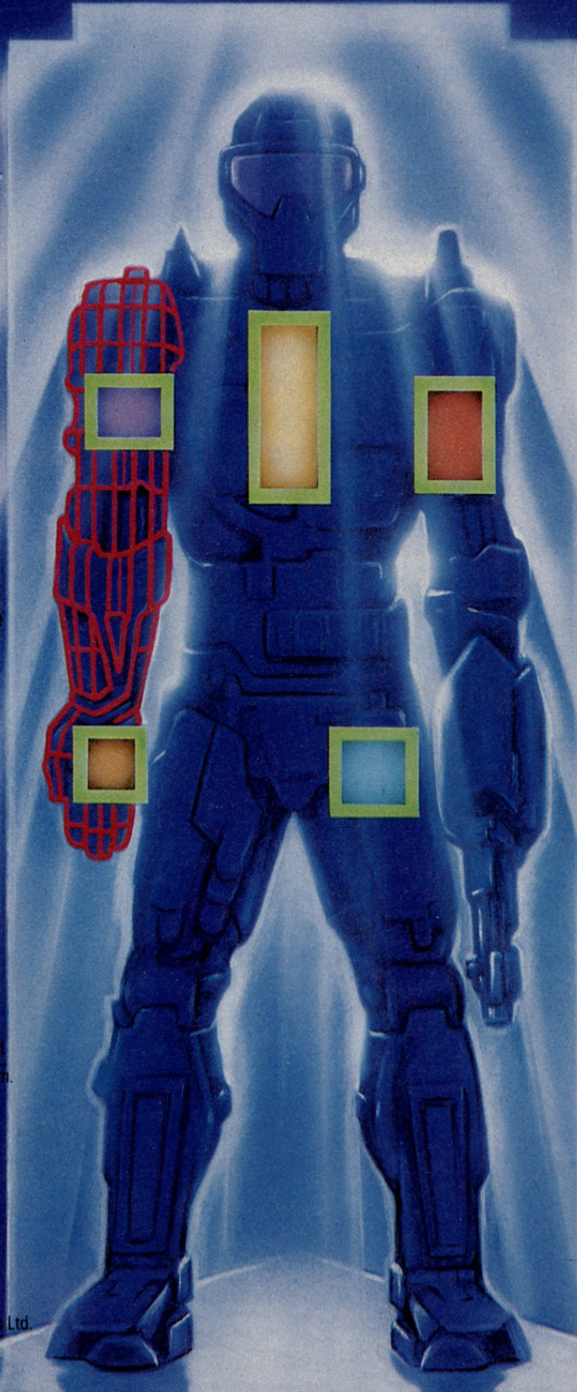
CYBER-COP™

ARE YOU TOUGH ENOUGH TO TAKE ON THE CORPORATION



The Universal Cybernetics Corporation's got a huge PR problem.

Seems some morbid folks are calling the new domestic robot they've designed "THE RIPPER" due to a nasty little defect - this robot likes to kill.

Or is it an accident that the UCC happened to create a genetically engineered killing machine who also happens to have an insatiable appetite for humans beings?

Translated from the number one European hit **CORPORATION**, you're the CYBERCOP who's been chosen by the government to crack the complex security system of the UCC. Your mission: confiscate the mutant robot they've designed as the ultimate weapon.

Just remember CYBERCOP - you're completely on your own. Of course, you'll arm yourself with a whole arsenal of fire power – everything from hologram projectors to infra-red image intensifiers.

If all goes well, you'll be a national hero. But if the droid guards, sleeping gas and autolock doors get the best of you – even your own mom will deny that she ever knew you!

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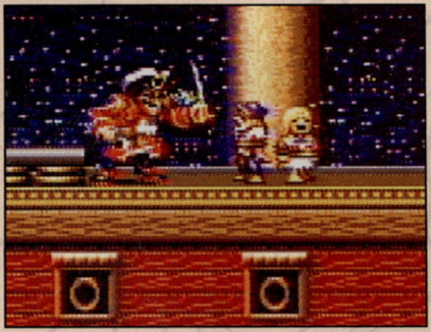
SUPER NES

PRO REVIEW

By Monty Haul

Peter Pan's lifelong ambition was to never grow up, but the unthinkable has happened. Peter Pan is now Peter Banning, an aging, overweight adult who never in his wildest dreams envisioned a return to the magnificent playground of his youth, Neverland.

However, Captain James Hook, bitter ever since Pan sliced off his hand and fed it to a crocodile, won't let bygones be bygones. He abducts Peter's young children, Jack and Maggie, and whisks them to Neverland. Peter Banning can't, or won't, remember his days as Pan, leader of the daring Lost Boys. So, Tinkerbell works her pixie dust magic and flies off with Peter to jog his memory.



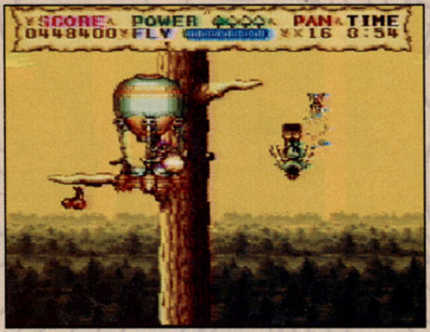
Captain Hook makes an air raid!

Silver Screen Gaming

Sony Imagesoft recreates Tri-Star's modern-day Peter Pan story, Hook, in a Super NES cart. You won't see the big name stars in this game, but many of the film's characters reprise their roles in this 16-bit fairy tale. Cinema scenes tell the beginning and ending of the SNES story, and Pan fills in the rest during a solo swashbuckling crusade to save his children. Rufio, Thudbutt, the Lost Boys, the mermaids, and Tink lend a hand.

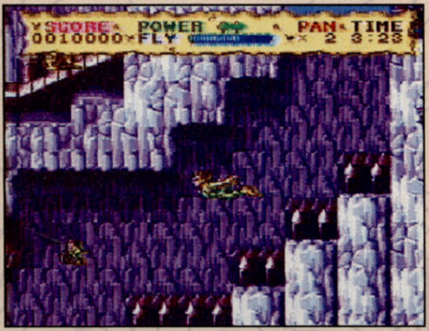
On the Wings of Pixie Dust

The greatest adventure for Peter Banning the attorney is fighting traffic to and from work every day. To rescue his kids from Hook's clutches, he must regain his true Pan identity and utilize his athletic sword fighting and graceful flying skills.

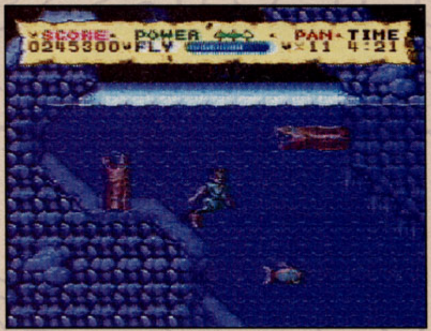


PROTIP: Soar through the treetops in Stage 7 by touching Tink's pixie magic while avoiding the dive-bombing balloon pirates.

Peter's swift and skillful moves are potent and easy to control. He pumps his arms during a run and soars like a hawk when he leaps into the air. Holding the jump button makes him glide to the ground. Pan can swing his enchanted dagger or golden sword quickly and accurately. He swims in the sea, sometimes accompanied by mermaids. And yes, he can fly, he can fly, he can fly! Tink's pixie dust charges his flight meter, and a doubletap of the jump button clears him for takeoff. In the air, he can accelerate, swoop, and dive with the greatest of ease.



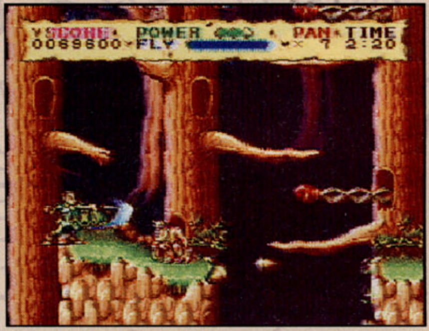
PROTIP: To grab this 3-up, hold Button Y and skim through Stage 1's spike-filled passageway.



PROTIP: Watch for craters in Stage 5's underwater cave. Venomous snakes will strike as you swim by.

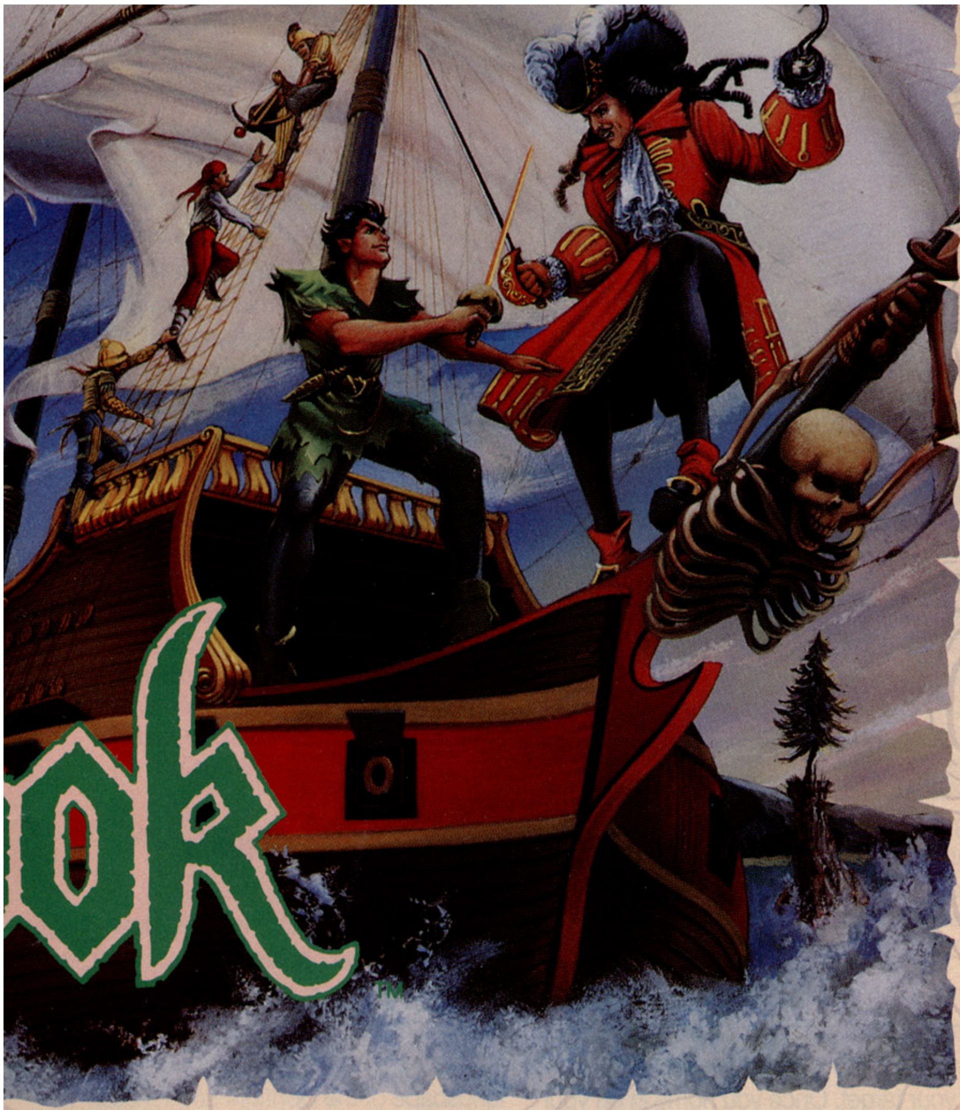
A Pirate's Life in Neverland

Peter crosses swords with pirates, skeletons, archers, and Neverland's wildlife in 12 exciting, side-view stages of slashing thrills and spills. A finely-crafted, scrolling map pinpoints Pan's location, but he must take the stages in order.

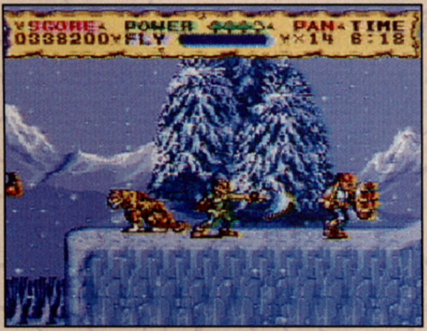


PROTIP: To avoid Stage 2's tree king boss, stand in this safe spot on the lower left limb. Wait patiently, dodge the acorns, and stab him when he pops out within striking range.

First Pan duels with Rufio and the Lost Boys in the Nevertree to prove his worth to his former comrades. Defeat Rufio and Peter wins back their loyalty, along with his long-range, deadly golden

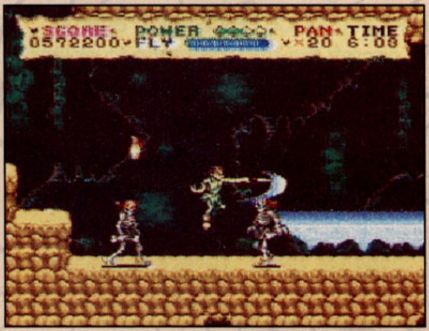


sword. If Peter's hit, he loses the sword, and he must find it elsewhere in Neverland.



PROTIP: Leap over the shield pirates and slash them from behind.

His true identity established, Peter battles though 11 more levels before tackling the ol' codfish himself, Captain Hook. Other areas include two forest regions, the Rocky Mountains, two caves, a Lagoon, and the Pirate Town. Hidden along the trail are helpful items, such as Pirate Treasure worth points, extra lives, Fruits to restore lost energy, and Leaves to boost his maximum power.



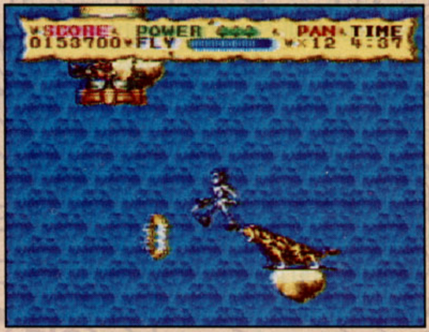
PROTIP: Move slowly through Stage 8, Skeleton Rock. Keep the firefly on-screen for a light source.

PROTIP: If you perish, re-collect 1-ups to restore lost lives.

When the game's over, neverending continues are balanced by the loss of Pan's Power Leaves. Out dueling Captain Hook is a day's journey for skilled gamers, but novice to mid-level players have their work cut out for them.

Masterful Graphics and Music

Hook's multi-layered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. Peter wears his trademark green garb. His hair and outfit ruffle in the breeze – a wonderful effect. Look for nice graphic touches, such as tinkling waterfalls, snowy mountainsides, and even the parchment scoreboard display. Only the average cinemas aren't eye-popping, but they spin the tale well.



PROTIP: Time your jumps in the waterfall area to avoid tiger breath or you'll be petrified.

While Hook's graphics are a treat, its music defines the Super NES system's potential for superb sound quality. The authentic audio pipes out a flawless rendition of John Williams' movie soundtrack, with all-new tunes. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside!

The Adventure Continues!

Hook is Sony Imagesoft's first game developed in-house. It's a triumph for the production studios who collaborated to create the cart. For years, software publishers have sought to bring together the story and atmosphere of a movie, while maintaining five-star game play standards. Hook succeeds in every way!

Despite a low-impact challenge level, fly with Peter Pan. You'll learn why no one would ever willingly leave Neverland.

Hook by Sony Imagesoft

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

$54.99	**Action/Adventure**
8 megs	**One Player**
Available August '92	**Unlimited Continues**

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By Ninja Slug

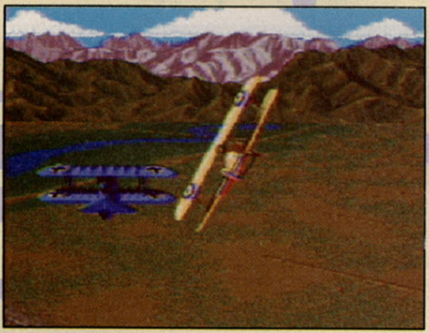
Ever longed for the days when men were men and air planes were bi-planes? Well, check out Wings 2 by Namco. This one-player, SNES combat flight simulation game takes place over the war-torn skies of Europe during World War I. As commander of a squadron of five Allied fliers, your objective is simple: successfully complete combat missions and get all five pilots through the war alive!

When you're ready to take to the air, you choose one of the five fliers and hop into the cockpit of an authentic World War I bi-plane, where you'll fly one of three different types of missions: Dogfighting, Bombing, and Strafing. Your perspective on the action is from behind the plane. During the early missions, you'll find your squad young and unseasoned. Consequently, you'll have some difficulty controlling your planes. As the game progresses and the crew seasons under fire, you'll earn energy for successfully completed missions. You can use this power to improve the skill of your fliers.

Mission Report

In the Dogfighting missions you take to the skies against one or more enemy planes. The name of the game is survival of the fittest. Whoever stays aloft gets to fly home.

There's nothing like aerial combat, except when your opponents are cheating – a problem in Wings 2. Some of the enemy aircraft pull off highly unlikely aerial antics that would be impossible for a jet fighter, never mind a World War I era bi-plane.



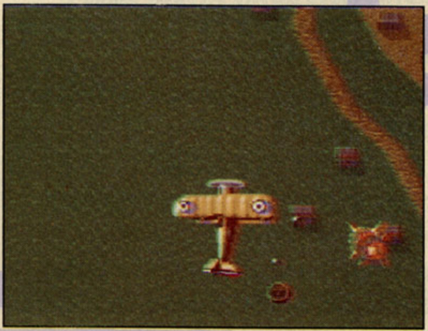
PROTIP: When you get behind an enemy plane, cut back on the throttle or you might slam into your foe!

WINGS 2
ACES HIGH
™

PROTIP: The color of an enemy plane indicates the skill of the pilot. There are seven colors: light blue (easiest), dark blue, green, dark red, gray, black, and bright red (hardest).

Bombing Missions send you out to strike enemy ground targets. Before each run, you study a reconnaissance photo of your target. Once you home in on your target, you'll face devastating enemy anti-aircraft fire that threatens to obliterate you at any second. Go for cheap thrills on highly dangerous Strafing missions where you soar along the ground and blast low-lying ground targets.

PROTIP: Stay as high as possible on Bombing missions. It's harder to bomb targets from higher altitudes, but you'll be safer from anti-aircraft fire.



PROTIP: The only way to take out the AA guns is with well-placed bombs.

PROTIP: Watch your plane's shadow on the ground to judge your altitude during a Strafing run.

Bombing and Strafing may get your adrenalin pumping, but nothing beats the nail-biting fun of a midair Dogfight. Fortunately, in this game you'll fly about two Dogfighting missions for each Bombing or Strafing run.

PROTIP: If you crash and burn during a mission, reset the Super NES and enter the last password you received. Who wants to lose a primo pilot?

Graphics and Sounds Up in the Air

Wings 2 has some intense graphics, including Mode 7 scaling and rotation effects throughout, and authentically detailed bi-planes. The graphics downside is a lack of variety, particularly in the landscape of the Dogfight sequences. The music's cool, with stirring drum and trumpet themes. Unfortunately, it tends to drown out the game's other sound effects, making it tough to hear the speed of your plane and adjust your throttle during combat.

Earn Your Wings

Although Wings 2: Aces High is more of an arcade-style fighter than an authentic flight simulator, it could be some pilots' dream come true. Even though the flight missions are hampered by repetitive graphics, the game soars with the Super NES' power graphics and sound hardware. On a wing and a prayer, it may be just the lift you're looking for.

Wings 2–Aces High by Namco

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	INT. Intermediate

$54.95
4 megs
Available September '92

Fight/Flight Simulator
One Player

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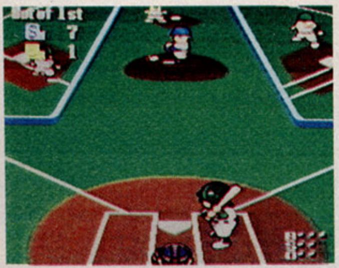
IT'S A HIT!

Bottom of the 10th, two outs, bases loaded, and the league's best hitter is at the plate. Will he take your screwball downtown? Or will you blow him away with your awesome fastball? Find out when you play Extra Innings, the amazing new baseball game for Super NES.

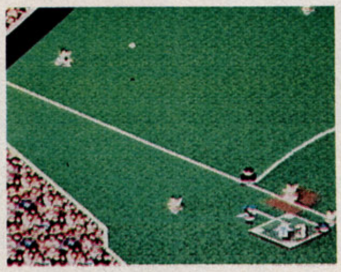
Select your starting lineup based on who's hot and who's not. With Extra Innings, you call the shots and control the action: the spin on the curveball, your batter's slugging power, even your player's dive for a shot up the middle.

When you play Extra Innings, you can put on a hit and run, take a long lead off first, or nail a base runner at the plate on a sacrifice fly. Play like the pros as you fight for a 12-team league pennant. And remember, statistics are updated and available on every player. You even select the stadium — air dome, midsize, or high-walled. Every choice changes the game.

There's never been a baseball game like Extra Innings. Eight different playing options, including two-player mode and all-star team competition, make this the hit of the season. Extra Innings. It's a home run!



Bases loaded, full-count



Pop fly to left field

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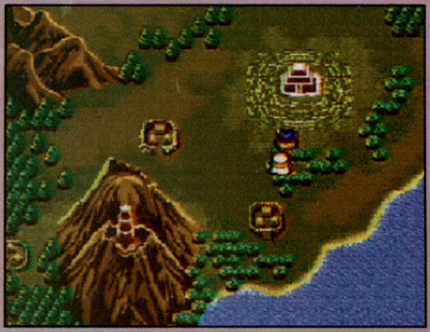
By Ninja Slug

To date, Super NES RPG games have been few and far between. Arcana by HAL America is one of the first in an RPG wave that's heading your way this year.

Pick a Card, Any Card

This one-player, role-play adventure begins in the land of Elemen, where the evil wizard Galneon is recruiting monsters to help him resurrect the Empress Rimsala. In her former life, Rimsala was dealt a bad hand by a band of mages known as the Card Masters. There's only one Card Master left. His name is Rooks and guess what? That's right. Get ready to cut the cards, 'cause as Rooks you've got to use your Card Master wiles to stop Rimsala once and for all.

Arcana is broken up into five sections called Chapters. Each Chapter takes place in a different area, ranging from underground dungeons to forests and temples. Your task in each Chapter is simple – search until you find the right item or person that enables you to advance to the next chapter. Unlike many RPGs, you don't have to find a succession of items in a specific order in Arcana. You just have to survive until you stumble across the key to closing the chapter.



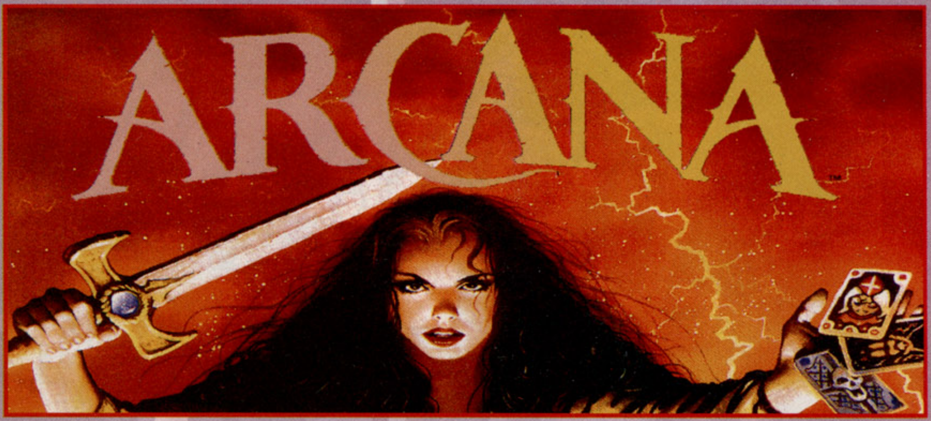
PROTIP: Explore each area thoroughly for special items. Once you've completed a Chapter, you can't go back to the previous locations in that Chapter in search of more goodies.

Constant Combat

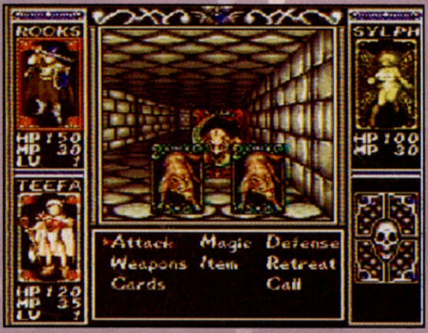
Combat's a part of most RPGs, but it's more than just a part of Arcana. You'll find you spend much more time hacking and slashing away at all sorts of monsters than you do in most RPGs. The monsters, which all look like cards, range from the old standbys (Skeletons and Goblins), to some exotic new creatures (Gurgeons and Sauropods).

PROTIP During combat, always attack magic-using enemies first.

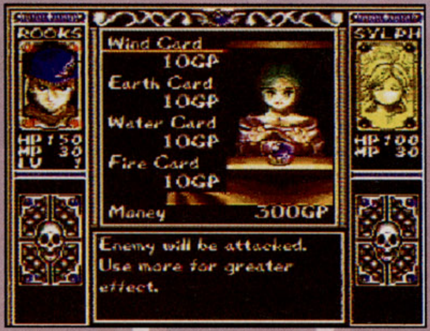
Fortunately, you're not asked to battle on your own. Rooks is accompanied by five other companions over the course of the game. Although, only two join his party at any one time. In addition, Rooks can seek help from four special spirit entities during different phases of the game – Earth, Wind, Fire, and Water.



Rooks and his party gain strength via a traditional RPG point system. The more monsters they fight and defeat, the stronger they grow. To beat the bad guys, they must use different weapons and magic spells. Rooks can even buy special magical Spell Cards. The party assembles their weaponry by buying them at stores or finding items during their quest.



PROTIP: Keep the Spirit Cards at the back of the party and use them to cast attack spells.



Enemy will be attacked.
Use more for greater
effect.

PROTIP: Check out the color of an enemy's card to determine its elemental type. The colors are: Blue (Water), Green (Earth), Red (Fire), and Yellow (Wind). A Gray card means an enemy without an elemental type.

What You See is What You Get

Unlike most current SNES RPGs (e.g. Lagoon and Final Fantasy II) which use an overhead-view perspective, Arcana uses a first-person, 3-D perspective that shows your surroundings through your party's eyes.

The game's graphics are a mixed bag, with beautiful location graphics (such as those you encounter when walking through a dungeon). Too bad the enemy "cards" aren't large enough to show off their cool animation. Sound-wise the game is superb. Unforgettably cool tunes are gonna' get stuck in your brain.

Deal Me In

Arcana has no puzzle-solving and is heavy on combat compared to most RPGs. There aren't any secret rooms, hidden items, or other fancy RPG frills – just lots of areas to explore and hordes of monsters to slaughter. If that's what you look for in an RPG, make sure Arcana deals you in!

Arcana by HAL America

Graphics	Sound	Control	FunFactor	Challenge
				BEG.
4.0	4.5	3.5	3.0	Beginner

$64.95	Role-Play
8 megs	One Player
Available now	Battery backup

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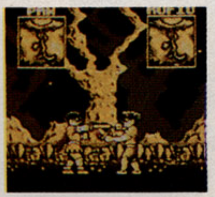
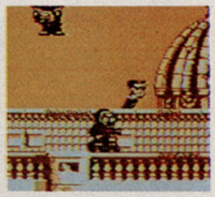
PIRATES, THIEVES, AND MANIACS!

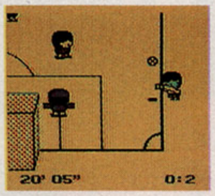
Put 'em together and what have you got? Three of the hottest games you'll ever slam into your Game Boy! When you play Hook, your blood'll be pumping as you board the Captain's ship and square off in a duel against the most infamous pirate of them all. Become Hudson Hawk, the world's greatest cat burglar, and break out in a cold sweat as you dangle off rooftops and go head-to-head against an entire army of guards, thugs and killer attack dogs. And get your kicks in Soccer Mania leading the U.S. soccer team to the world championship, dazzling the fans with lightening-fast passes, crisp corner kicks and unbelievable head shots. Hook, Hudson Hawk and Soccer Mania. Three hot new titles for your Game Boy. All from Sony Imagesoft.



Peter fights with Rufio in Hook



Hudson Hawk escapes across the rooftop



Inbound toss in Soccer Mania

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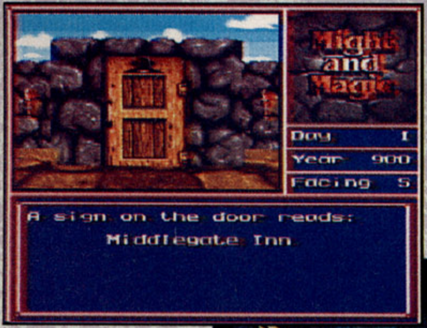
By Scary Larry

So, you want to explore the world of Cron, eh? Hope you brought an extra pair of ring-mail undies, 'cuz you're gonna need them, and Might and Magic, too! The action is hot, heavy, and horriffic in this massive RPG by American Sammy.

Let the Battles Begin

Might and Magic II presents a familiar theme and a classic first-person game playing perspective. You must survive the evil machinations of the Elemental Lords in order to find the lost Orb of Power. (For a detailed synopsis see the Might & Magic feature in GamePro, May '92.) Like most RPG's, this game will eat up a large chunk of your time and brain matter. If you can't spare too much of either, this cart is not for you.

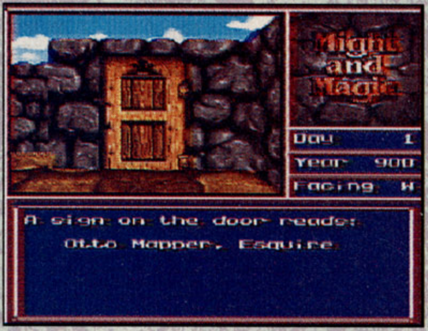
One of the key things that makes the game a stand out is a tight, engaging story line. The secondary quests and adventures always connect coherently to the main story. So, you can either conquer the cart in several hours or several days, depending on how much of Cron you want to explore.



A sign on the door reads:
Middlegate Inn

PROTIP: Outside of Middlegate's Inn is the Pool of Clairvoyance. Drink and you'll receive a mini-map.

You start from the town of Middlegate. An easy-to-use character creation screen enables you to choose a party of warriors (up to six) from a pre-selected group, or you can make a cast of your own, picking from Humans, Elves, Dwarves, Gnomes, and Half-orcs. You roll values for seven attributes, which make you eligible for up to eight character classes-Knight, Paladin, Archer, Cleric, Sorcerer, Robber, Ninja, and Barbarian. During your journey, you can also recruit several Hirelings for extra help.



A sign on the door reads:
Otto Mapper, Esquire

PROTIP: Visit Otto Mapper (get it?) and pay for mapping skills. You can then use Automap.

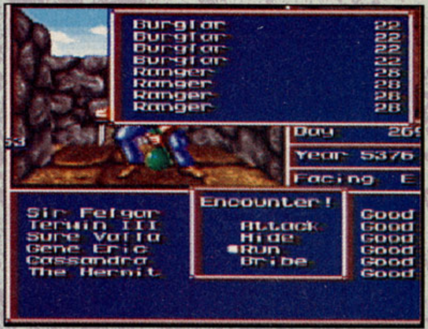
The heart of this game are the battles. Combat usually includes 10-15 very strong opponents. The vigorous hit point exchanges may seem intimidating at first, but rest assured, they're by no means fatal. However, you can also run, hide, or even bribe your way out of trouble.

PROTIP: Genesis tips translate exactly to this SNES version. See SWATPRO magazine, April/May '92.

PROTIP: In Middlegate, Bash the walls in the blacksmith's shop. You'll find more than what he has to sell. Do the same at the Inn.

Inns and Outs

As in most RPGs, you save your game at an Inn, but M&M II features some nice twists to your other site visits. For example, in order to acquire skills such as spellcasting, you must first amass Experience Points to enter a training center. Also, there's a circus where you play games to raise attribute levels.



PROTIP: If the monsters are too powerful, run but come back. Monsters change – sometimes for the better, sometimes for the worse.

You Got the Time, We've Got the Monsters

Might & Magic II is an impressive piece of programming. The graphics are good, and, unlike most RPGs, some of the creatures and characters you encounter actually move. There are vast, seemingly endless, places to explore. Over 30 dungeons and mazes and more than 20 overworld areas make this one of the most ambitious carts ever. If you're a gamer with grit (and plenty of time), Might and Magic II is right up your dungeon.

Might and Magic II: Gates to Another World by American Sammy

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.0	3.5	4.0	4.0	Advanced

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might & magic II
Gates to Another World

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SUPER NES PRO REVIEW

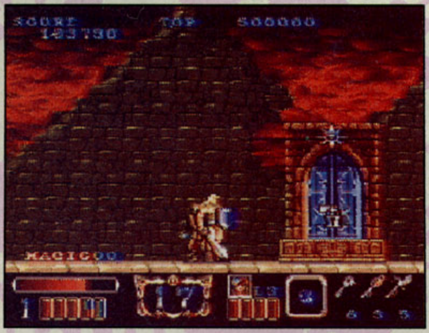
Magic Sword

By Earth Angel

Fans of Capcom's arcade greats will be ecstatic to hear that yet another coin-op classic is making its way to the SNES. Magic Sword is nonstop, hack-until-you-drop, arcade-style combat.

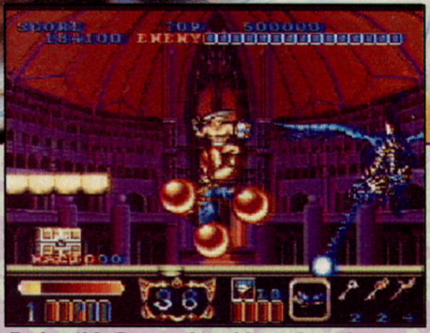
A Slice of Fantasy Life

Step into the sandals of a totally buff fighting warrior, and chop your way through 50 side-scrolling floors of a mysterious, dark tower. Your goal is to vanquish the evil that lurks atop Drokmar Keep. The only thing missing from the arcade version of Magic Sword is simultaneous two-player action (too bad).



PROTIP: To warp from Floor 17 to Floor 20, go past the first exit and head right until you can't go any more. Jump and slash to make a hidden exit appear.

Hard core hackers may not break a sweat playing Magic Sword, but they'll have plenty of fun trying. Each floor is fraught with perils, from boiling lava pits to falling boulders. A horde of un-dead creatures, including skeleton warriors, electrifying jellyfish, and stinging scorpions, are out to make you just another has-been warrior.



Dodge this Dragon boss' laser breath.

PROTIP: On Floor 34, jump and hack the top block in the stack to make stairs that lead to the unreachable area.

Don't Go Alone

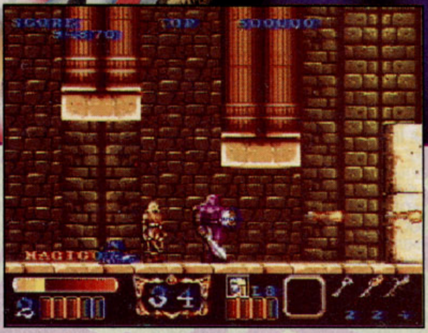
An option screen enables you to customize the game's buttons for excellent game control. Our hero can jump, and fight with his sword. When he reaches different levels in the game, or fights one of the seven incarnations of the evil bosses, he earns a more powerful sword.

Magic Sword's warrior hero can also free one of eight different companions to fight by his side. He can unlock their jail cell doors with keys he finds in hidden treasure chests.

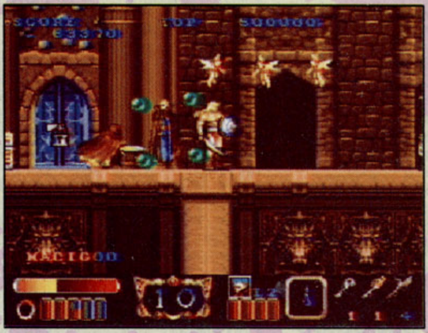
Treasure chests hold more than keys. Some items are good, some are bad. For example, grab a Crystal Ball to help you locate hidden Treasure Chests. On the downside, grab an upside down Heart and you'll lose life energy.

PROTIP: To avoid damage, always stand back when you're opening treasure chests. Some treasure chests are damaged, like the last chest to the right of Floor 7's blue door.

PROTIP: Don't grab the Scissors unless you want to lose your fighting companion.



PROTIP: A scorpion sting temporarily paralyzes you!.



PROTIP: Fairies always drop goodies. To release three Fairies, open the door to the right of Floor 10's exit.

Cutting Comments

If you've got a yen for a good dose of arcade-style hack 'n slash, Magic Sword's the ticket. Occasional slowdown isn't too troublesome, and ultra cool music makes you feel like fighting. Adjustable challenge and a Floor Select up to Floor 33 make for a game that anyone can beat, but they don't cut down on the fun. Grab your sword and get ready to make some magic!

Magic Sword by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.5	ADJ. Adjustable

Price not available
8 megs
Available July '92

Action/Adventure
One Player

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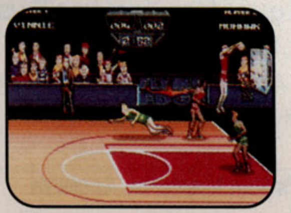
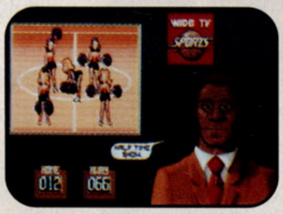


GET READY FOR AN ALL-OUT BASKET*BRAWL*.



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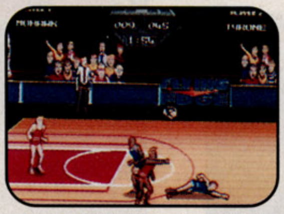

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Krusty's Fun House

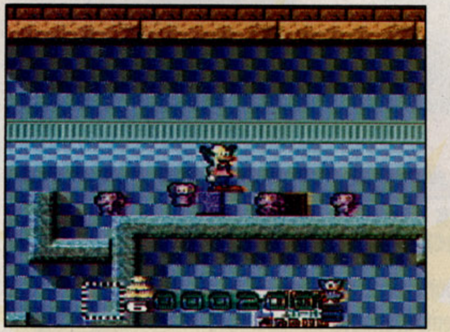
By Holly Wood

Sniff, sniff. Do you smell a rat? Krusty the Clown, Bart Simpson's favorite television icon, does. In fact, he smells hundreds of them. The mangy critters have taken over his Fun House. Krusty has to trap the rats before his fun house isn't fun anymore. But can his pacemaker handle all the excitement?!

Clowning Around

Poor Krusty! The swarmy rodents are cruisin' around like they own the joint in this one-player, action/puzzle game! Krusty's pad has five major sections, and each section breaks down into as many as 14 multi-screen levels. To clear each level, Krusty has to lure the rats into huge mechanical "rat splatters." Simpsons' stars – Bart, Homer, Sideshow Mel, Corporal Punishment and a few other new faces – make guest appearances as rat trap operators.

As an added insult to Krusty, the vile vermin have brought along a few unsavory guests. In an attempt to tire Krusty out, a bizarre collection of Venom Vipers, Pink Flying Pigs, Laser Aliens, and Giant Goofy Birds hang around the house and harass him. Krusty can stockpile Custard Pies to combat these creeps. Despite his klunky white shoes, he can jump. He's also got a pretty mean throwing arm. However, if the pests manage to wear Krusty down, his pacemaker gives out and he loses a life. He's got three lives per game and a password feature enables him to continue from different sections.

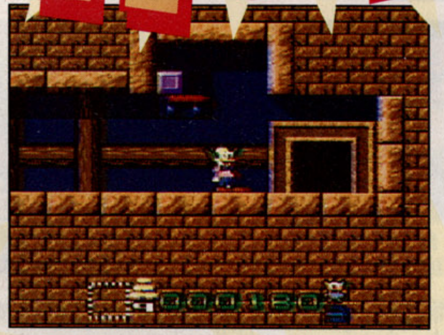


PROTIP: As you progress in the Fun House, the rooms become more and more complicated. You may want to forego the Time Bonus. Instead, take a moment to walk around the level and size up the situation before you proceed.

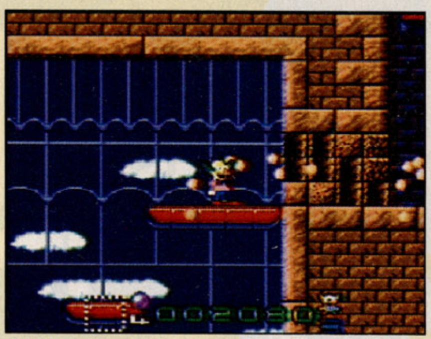
A Better Rat Trap

Luring rats to traps requires tools and ingenuity. As Krusty walks through each level, he encounters a variety of items, including Blocks, Super Springs, Pipe Sections, Blowers, and Glass Jars. To help him maneuver the rats into traps, Krusty can grab any of these things and use them in a variety of ways. For example, he can use Blocks and Springs to either help him, or the rats, reach higher levels, or cover holes in the ground that the rats fall into.

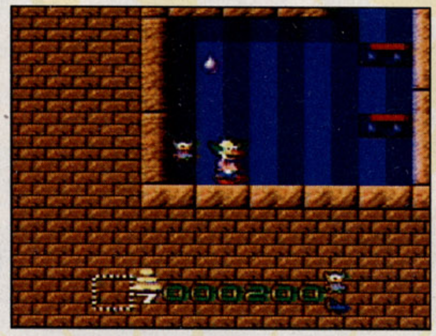
An abundance of bonus items (e.g. extra Pies and 1-ups) are hidden inside different blocks. When kicked, a few select blocks reveal secret passages, bonus rounds, or objects you'll need to complete other levels.



PROTIP: Check out the bonus round in the first section's fifth level (fifth door clockwise). To find the block that opens the bonus level door, go to your left at the beginning of the level and follow the passage until you reach the far right-hand corner block. Kick it, and voila!



PROTIP: Grab the bouncing blue ball in the first section's fourth level (fourth door clockwise). It's high atop the palm trees. Use it to break open this secret passage.



PROTIP: When you enter the first section's second door (clockwise), head all the way to the bottom of the underground passage for a 1-up.

Fears of a Clown

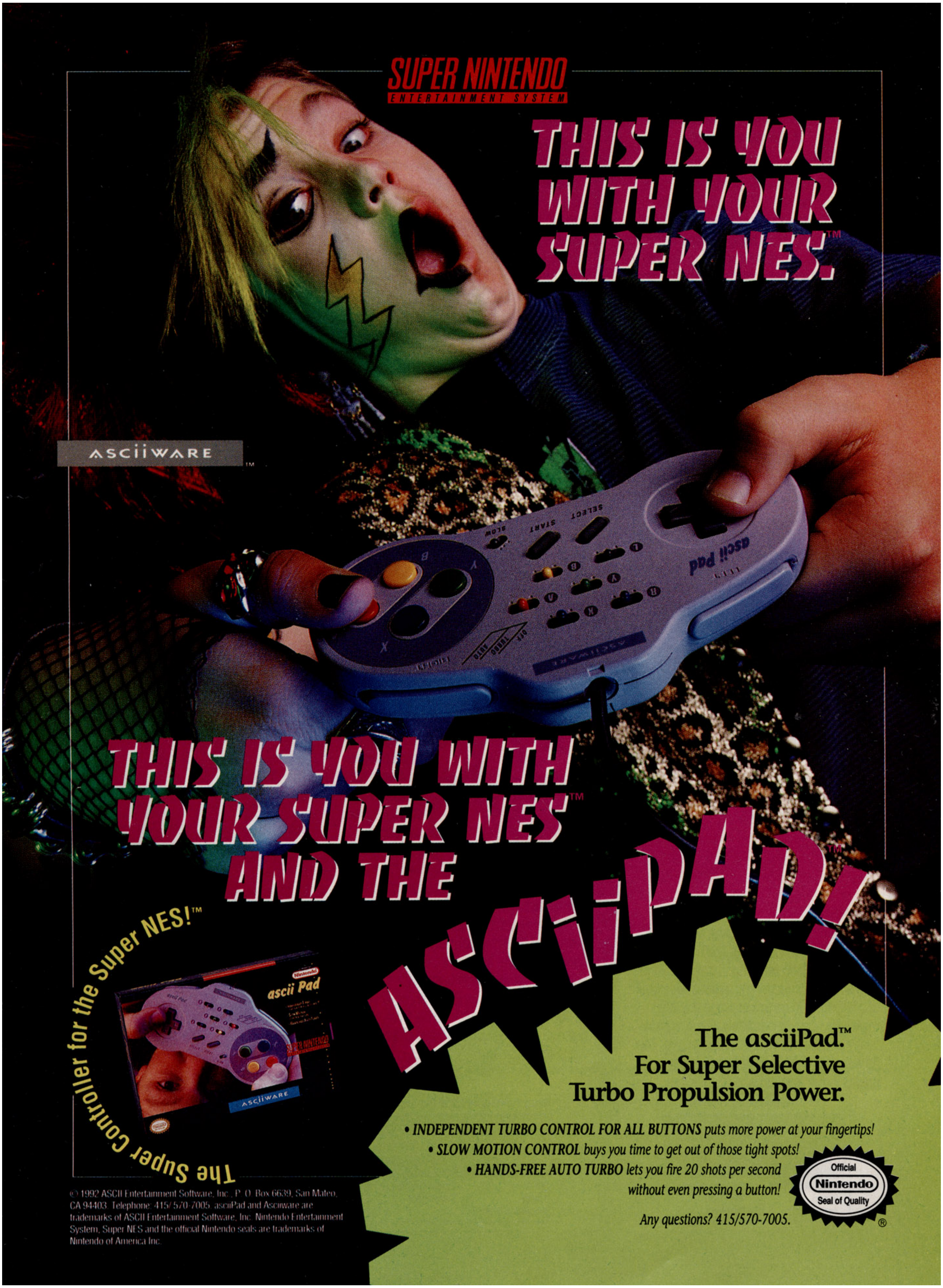
Krusty's Super Fun House proves that clowns aren't just for kids. Although it would have been nice if Krusty were a little larger, the game's graphics capture that Simpsonesque feeling. However, you'll definitely want to turn the music off, or your pacemaker might give out! Even though Krusty's Fun House has some clever and original elements, it won't challenge heavy duty puzzle game fans. If you're a Krusty fan, though, and enjoy a light-hearted, challenging action/puzzler, don't rule out headin' over to Krusty's house.

Krusty's Fun House by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.5	INT. Intermediate

$59.95
Megs not available
Available now

Action/Puzzle
One Player
Password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The Addams Family

J. Douglas Arnold

The ooky, kooky, and somewhat spooky Addams Family has arrived for the SNES. Conniving Abigail Craven has imprisoned the Addams Family. As Gomez, you work hand-in-hand with Thing to find your family and stop Abigail.

Gomez must explore the mansion to find the missing members of his family in this side-view, horizontally and vertically scrolling, one-player, action/adventure game. Each family member is guarded by a boss behind one of the mansion's doors. Gomez can search the mansion in any order he likes, but some areas are definitely less ooky and spooky than others.

PROTIP: From the start, head left to find a flying fez hat. Then fly up to the chimneys for 1-ups and money!

The house is infested with a wacky cast of baddies only the Addams could love. Gomez begins the game unarmed, but he can find golf balls and a sword. Search everywhere for hidden rooms and secret doors. After Gomez defeats each boss, he gathers a missing family member. When he gathers all of the family members, he must search for Morticia in the underground vaults.

Lurch plays some tunes.

PROTIP: Use the enemies to your advantage by bouncing off them to higher ledges.

PROTIP: Bonus rooms are hidden everywhere! Check above doors and through fake walls.

Addams Family requires the same quick ducking, precision jumping, and hop and bop skills as the Mario carts. Great graphics, sinisterly authentic sounds, and a monstrous level of challenge add up to a package that will make you happy...completely. If you're impatiently awaiting the next Mario adventure, The Addams Family will make perfect house guests in the meantime.

The Addams Family by Ocean

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

Price not available
3 megs
Available Now
Action/Adventure
One Player
Passwords

Super Bowling

By Kay Oss

Attention Bowlers! Hit the lanes with the first SNES bowling game. In American Technos' Super Bowling, up to four players can roll it out.

PROTIP: To score a strike, aim your ball just left or right of the center. Then place your bowler just left of center if your ball is going to the right, or just right of center if your ball is going to the left.

Three unique modes feature a behind-the-bowler perspective. When the ball is tossed, the perspective zooms in to see the ball spin between the gutters. The Turkey Bowl option is a regular bowling game, where you play against yourself or grab a friend or three. In the Golf Mode, you try to knockdown different spare setups, while keeping your score under par. The Practice Mode enables you to set your own pin configuration for practicing especially impossible shots like splits.

When it's your turn to bowl, you determine the ball's oil (which helps it glide down the hardwood), direction, spin, and power. The right direction is crucial for a strike. However, aiming your ball with the game's pointer and line graph is a little tricky. You have to have good hand/eye coordination to stop the pointer just where you want it.

PROTIP: You can still move your bowler even after you've selected your direction.

In bowling, form and ball release are everything. With the colorful 16-bit graphics, backgrounds are busy, but are clear enough to see your proxy bowler's great form. The surfing music also keeps you pumped up.

Not everyone loves to bowl. If you do, pull out your bowling shirt and strike it up with Super Bowling.

Super Bowling by American Technos

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	4.0	BEG. Beginner

$59.95
4 megs
Available July '92
Sports: Bowling
Four Players

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ELECTRONIC GAMING MONTHLY

"Awesome! If you don't split your side playing Chuck Rock, you belong in the Stone Ages! Nothing but fun, fun, the whole way through!"
"This looks to be one of the best Genesis games this winter! It has everything perfectly; Great graphics, sound, good control and humorous antics. Best of all -it's fun to play!"
MEGA PLAY

"Take a walk on the wild side with Chuck Rock. This game is worth the bucks for the music and graphics alone, Move over Rolling Stones, the real roots of rock and roll are here!"
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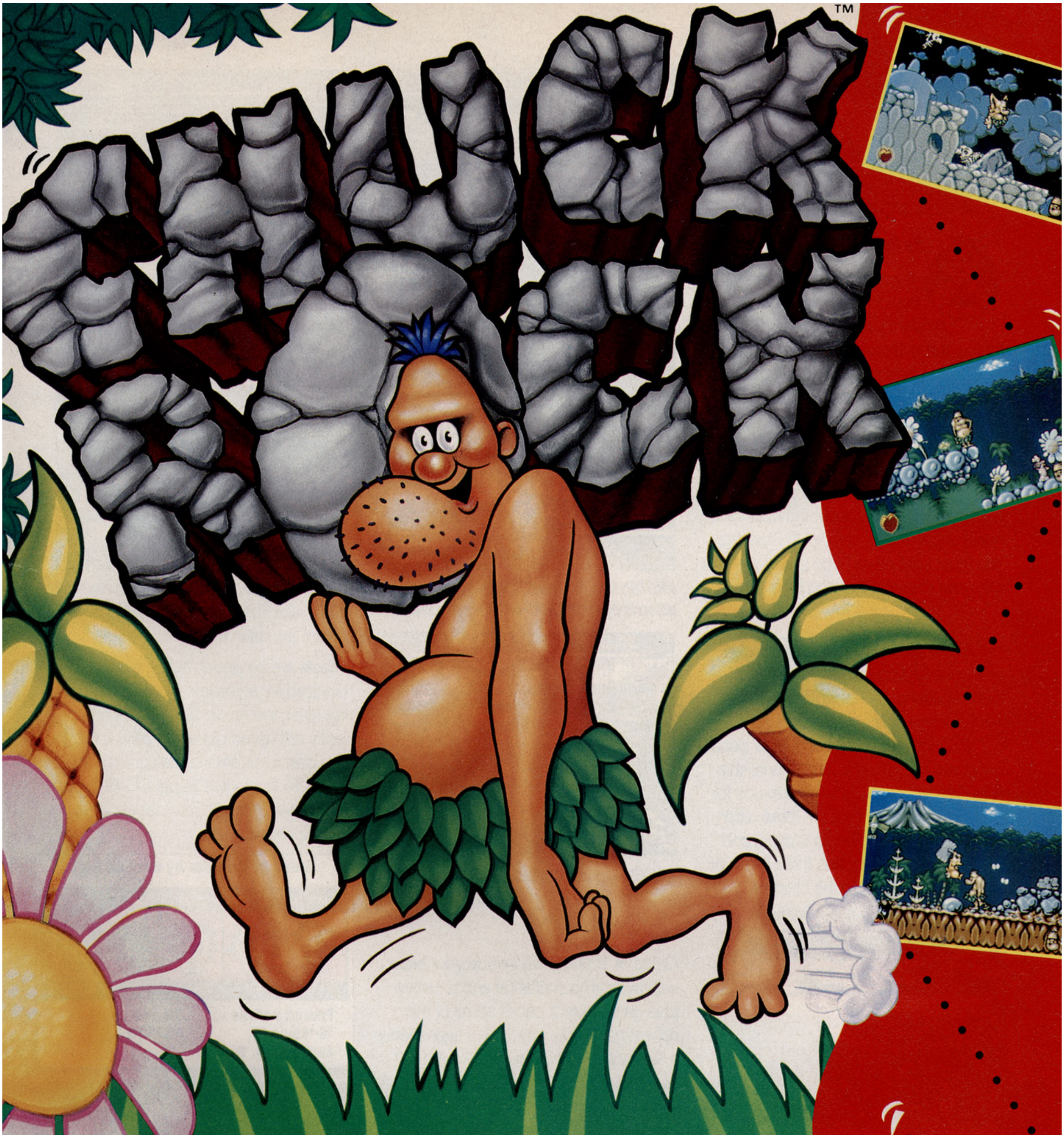

Don't Laugh-He's Probably Related to You!

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DEVELOPED BY CORE DESIGN LIMITED

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But Chuck Rock hasn't been the same since his long-time rival in love, the evil Gary Gritter kidnapped his wife, the luscious Ophelia.

Kick, throw rocks and belly-butt your way through a variety of comical zones featuring over 500 exciting screens of gameplay as you help Chuck in his quest to rescue Ophelia from the evil Gary Gritter.

In addition to using good old-fashioned brute force on a host of stone-age critters, you'll have to use a little CroMagnon grey matter to solve puzzles as you weave your way through five challenging levels including a scary cave, an Ice Age, a hazardous water world and even a dinosaur graveyard.

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TURBOGRAFX-CD

PRO REVIEW

Gates of Thunder

By Doctor Dave

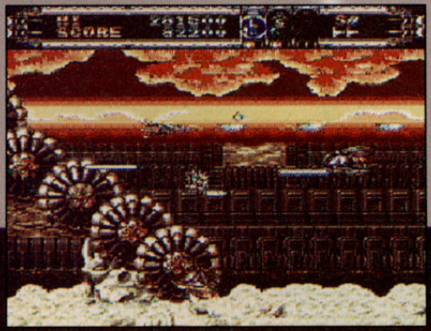
If you thought shooters couldn't get much better, you thought wrong! Gates of Thunder for the Turbo Technologies Super CD-ROM is the best space combat game to zoom across your screen yet.

In this fast paced shoot-em-up, you are acestar fighter, Hawk, on a mission to stop an evil crime syndicate called Oberon from destroying the peaceful planet Aries. Oberon's got the hots for Aries' super energy ore called Starlight. You must fight off its huge space armada with your ship, the Hunting Dog.

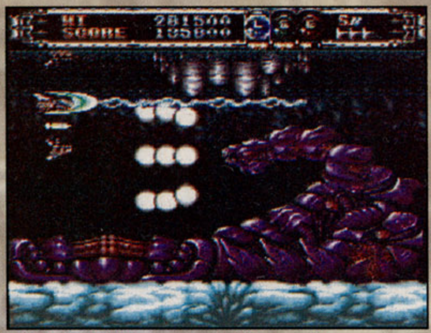
A Legend in the Making

In this awesome, multi-scrolling, side-view shooter, you face seven levels of thumb-busting, eye-popping action. You want a video workout? You got one!

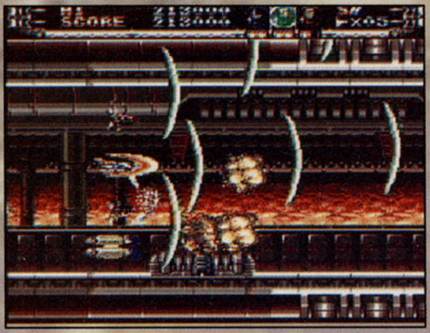
At least you aren't alone. Your beautiful partner, Esty, pilots the arsenal ship Wild Cat, which drops off power-ups for you in mid-battle. There are three different blasters-Lasers, Sonic Waves, and Napalm. Each blaster has three levels of intensity. In addition to the blasters, you can carry missiles and shield units.



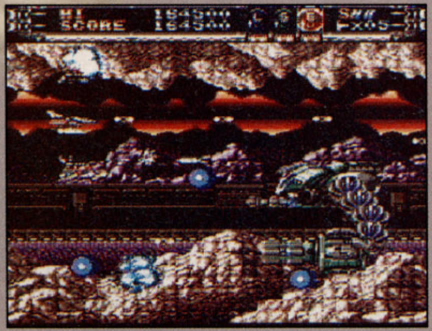
These high-speed guided missiles sure do the trick in close quarters.



PROTIP: Fully-powered Laser Cannons are devastating against bosses.



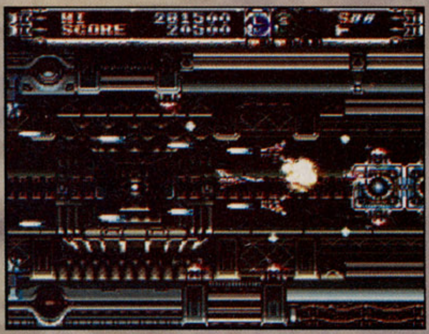
PROTIP: Use the Sonic Wave in wide range attacks against head-on enemy raids.



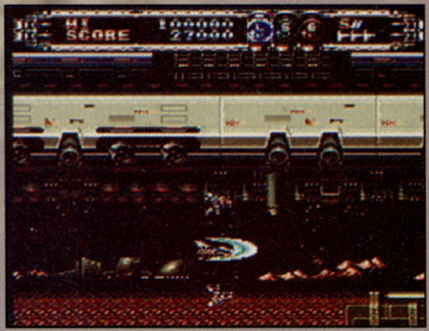
PROTIP: Napalm Cannons can wipe out enemies along the ceiling and the floor.

It's a Blast!

Gates of Thunder will invade your brain with awesome challange and unbelievable game play. It packs some of the richest background graphics ever seen in a TurboGrafx-16 game. The sound effects are no slouch either, with 50% digitized for awesome realism. Last but not least, the music fits the action perfectly with good old heavy rock & roll. If you plan to sit behind the controls of a Turbo Technologies Super CD-ROM system, have Gates of Thunder explode across your screen!



PROTIP: Quickly tap the fire button twice. Your cannons become tail guns!



PROTIP: Your shield can only take three hits. Make sure that your shield is fully powered before you enter into any sticky situation.

Gates of Thunder by Hudson Soft

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADJ. Adjustable

Price not available
TG-16 Super CD
Available Sept. '92

Shoot-em-Up
One Player

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OVERSEAS ProSpects

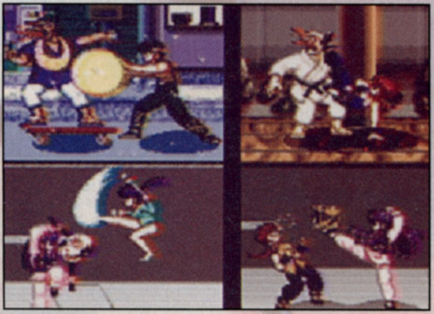
When it comes to video games, it's definitely tempting to "Buy Japanese." Check out Ranma ½ for the Super Famicom, Macross for the P.C. Engine Duo Super CD-ROM, and the special report on Mega CD games. – Doctor Dave

激突
RANMA NIBUNNOICHI
らんま 1/2

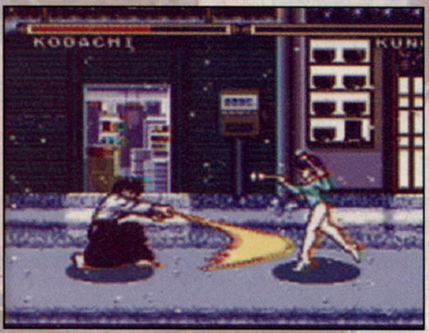
Ranma 1/2

By Doctor Dave

Based on the hottest animated TV show in Japan, Ranma ½ by Masna has got to be the best Super Famicom fighting cart available to date! On the TV series of the same name, Ranma is a dude whose spirit is trapped in a girl's body. Fortunately, you don't have to deal with this predicament in the game. You are Ranma (either in guy form or girl form), who must fight five different street fighters to prove yourself worthy of the "best fighter in town" title.



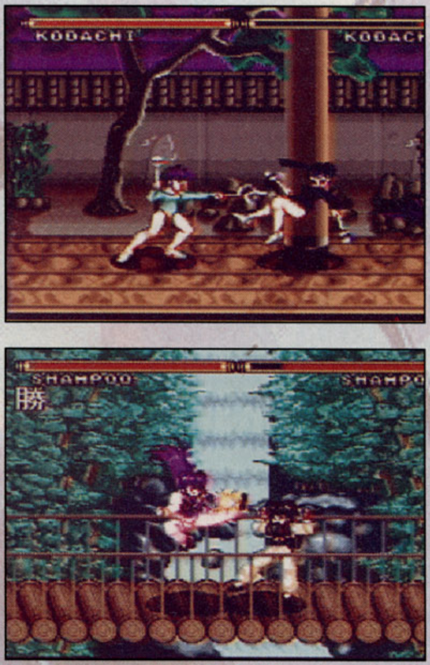
Ranma is master of several deadly moves!



Every character has high and low attacks!

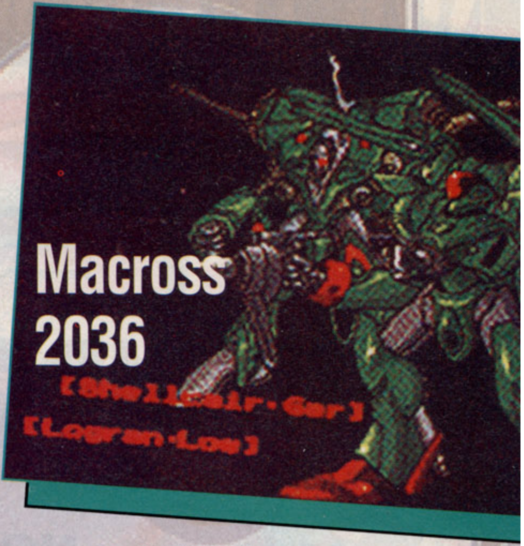
Using their own special techniques, your opponents are guaranteed to give you the beating of your life. You can block, kick, jump, and punch. Each kick and punch has a different range depending on the fighter's position when the button is pressed. This gives you a total of three different kicks, three different punches, a jump kick, and several special attack moves.

Ranma ½ is a blast in two-player mode. You can choose any of the six characters for a great fight against a friend. This isn't quite Street Fighter II, but it's as close as you can get right now on the Super Famicom!



Use player vs. player by holding down L + R and pressing Start.

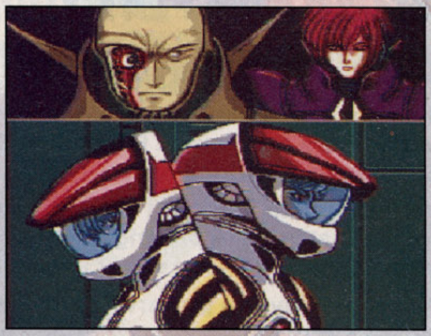
Ranma ½ by Masna
Super Famicom
Beat-em-up, 8 megs



Macross 2036

By Doctor Dave

Macross is another game that's made the flight from Japanese TV to the video game format. You might recognize it as Robo-Tech. In this Super CD-ROM shooter for the P.C. Engine Duo, you are a young female pilot in a Mech Fighter that's defending your planet. There's an evil space armada coming to raid the planet and you must stop them with your fighter.

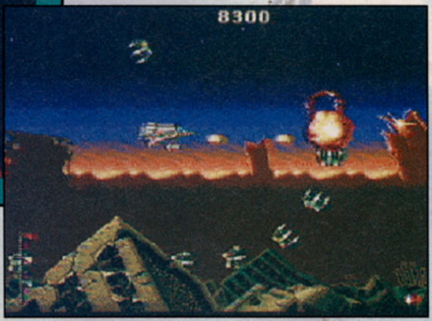


Like most CD-ROM games, Macross has beautiful animated sequences

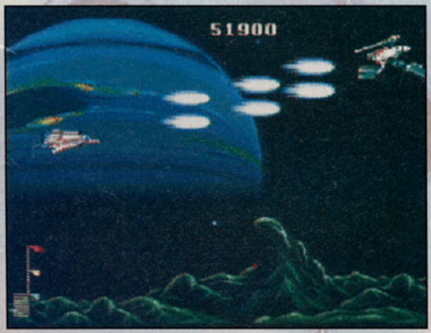
Macross will make you sweat. This game is a mega fast shooter. For the fastest, check out the Gates of Thunder ProReview.

The graphics are gorgeous, even though they are limited to the surface of one moon. The multi-scrolling background pix are beautiful with their array of brilliant colors. In addition to good graphics, the upbeat sound track keeps your foot tappin' throughout the enemy encounters.

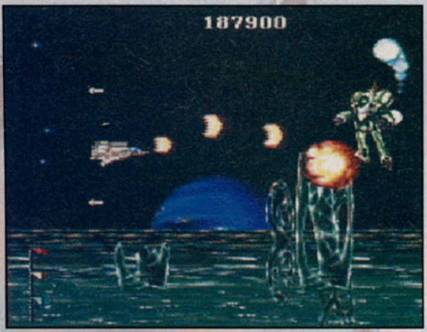
Late-Breaking CD-ROM News!



Some enemies travel in packs.



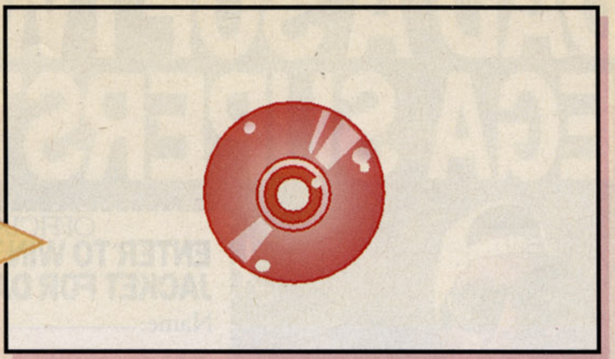
Each boss is full of weapons, but your ship is twice as maneuverable!



On the moon's surface, you can never be too careful! Blast through those obstacles!

If you like supersonic, side-view, horizontally scrolling shooters, you should take a peek at Macross 2036. The game blasts through seven very long levels and the cinematic story sequences look awesome. It's fun to watch, even if you can't understand what the characters are saying.

Macross 2036 by Big West
Super CD-ROM for the PC
Engine Duo, Shooter, 8 megs



Mega CDs Made In Japan

By Betamax Boy

While American gamers anxiously await the Sega CD, Japanese gamers are spinning Mega CD discs like mad. The Mega CD is selling so well in Japan that the Japanese video game press estimates that it's helped to generate over two million new MegaDrive console sales. To help whet your appetities for Sega CD things to come, here's some Mega CD news from Japan.

Future Stars and Old Favorites

Like Sega of America, Sega Enterprises in Japan reportedly has Star Trek: The Next Generation, Young Indiana Jones, and Fantasia in the works. Star Trek is a space simulator with an adventure twist. Worf, Geordi, and Captain Picard all speak in Japanese...you get the picture. On your trek, you encounter alien cultures, which you can choose to schmooze or fight. With graphics and themes from the TV show, Young Indiana Jones features adventure across a massive CD world map. Naturally, high-powered music comes from the movies! Fantasia's sure to feature awesome music, too, along with Mickey Mouse gaming (in a positive sense).

Phantasy Star IV: The Return of Alis is due in 12 meg form for the MegaDrive this year. The CD version will be 20 times the size of the cart. The story involves an intergalactic slave trade and occurs right after Phantasy Star III, which rumor has it will also come to CD – suitably enhanced of course. Phantasy Star vets are forewarned that the Alis connection is shaky. The name's in the game for nostalgia only, but rest assured that the Dark Force is involved.

Speaking of nostalgia, Shinobi's also coming to disc from Sega. Super Shinobi II will feature massive digitized boss characters, double-digit levels of Neo-Zeed infestation, and a sound track which promises to render you catatonic.

Last from Sega is Captain Commando. This cool Capcom arcade title is being redone as a 12-meg, MegaDrive cart. It will reach CD status by the end of '92. It features Final Fight-style, beat-em-up action with large sprites.

There's always more, of course. Sega has Rad Mobile, Power Drift, Galaxy Force II, Super Monaco GP, AfterBurner II, and Turbo Outrun, which are all due out for the Mega CD this year. Technosoft is also preparing to launch Thunderforce IV in CD format. This disc will feature thumb-twisting action, simultaneous two-player controls, and those trippy Thunderforce-style graphics. Telenet has Super Gaiares and Rise of the Dragon all set for a Mega CD takeoff. Victor Music Industries will bring the classic Data East laser disc, helicopter- combat game, Chopper Command, in for a landing, too.

Konami Going Mega, Too?

The hot rumor in the Japanese gaming press is that the Nintendo mainstay, Konami of Japan, has plans to create Mega CD games, much like ones they've done for the PC-Engine CD. Super Contra, Super Gradius, Castlevania IV, Contra Spirits, LifeForce, Parodius, and Orius are Konami games linked to a Japan appearance in disc format.

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NEO•GEO PREVIEW

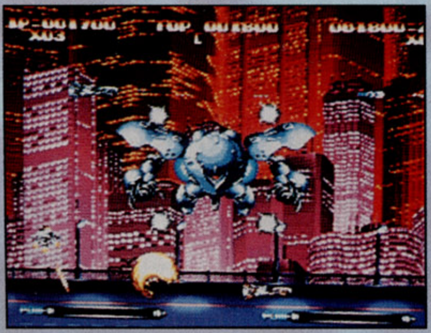
LAST RESORT

By Willy Y. Pout

Last Resort, a rad new shoot-em-up, is warping into the arcades. Your mission, which can be flown with the help of a second star fighter, requires you to fly through five action-packed levels that keep you constantly on your toes. Check out this preliminary cart.

Good-Bye Cruel World

Year 2920 AD: Colonies are being built to save Earth's human race from petroleum pollution and overpopulation. A virus infects a computer and goes berserk trying to rid all colonies of human life.

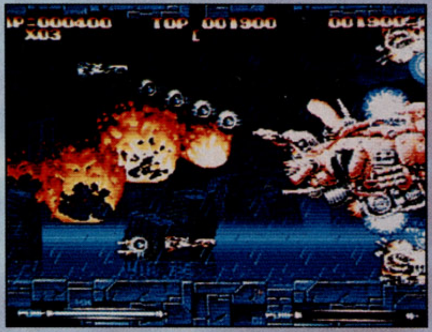


Red Alert! Colony under attack!

You are deployed in one of two newly developed spaceship fighters, much like the fighter ships found in Gradius and Defender. Side-scrolling action reveals the way to your ultimate goal. The first of 10 levels allows you to load up on bombs, missiles, lasers, and speed by destroying enemies. Your most valuable power-up, the metal orb, can act as a mobile gun, a power shot, and a shield that rotates around the ship.

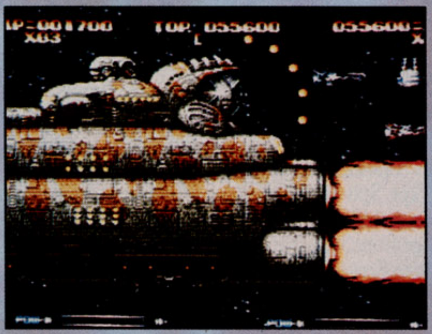
Mission Ahoy!

Then you leave the colony and travel over water, encountering sea creatures and enemy deployment bases. Next, you'll discover a cave that'll lead your mission through an enormous petroleum plant. Beware, star fighters, the bosses in this level are pretty heinous. From there, you battle it out in underground confrontations with a strange array of machinery and creatures.



Use gnarly power-ups to beat bogus bosses!

Your mission ends at your ultimate challenge a heavily-armed mother ship, meteor showers, and gigantic ectoplasmic creatures that shoot fireballs. You haven't seen the last of these levels. Try again, except it's harder the next time around.



There's no avoiding the massive mother ship.

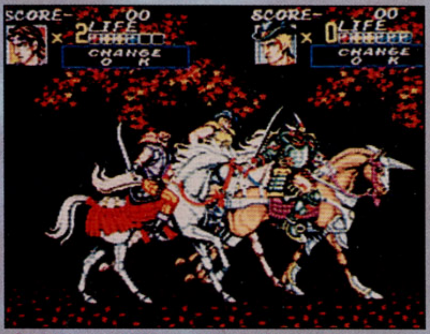
No Guts, No Glory

You need a lot of guts and a suicidal tendency to take on this ultra-challenging mission. If you even slightly enjoy Gradius, you'll have a "blast" with the game play and fun factor of the soon-to-be-released Last Resort. There are more enemy ships, incredible bosses, nonstop action, challenging levels, and most of all the graphics and sound make it seem like you're watching a blockbuster sci-fi movie! So look out for the complete version of Last Resort, because 2920 is coming a lot sooner than you think.

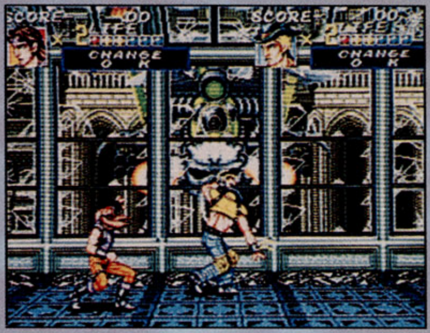
Last Resort by SNK, Available May

NEO-GEO'S COMING ATTRACTIONS

Sengoku 2



Saddle up with your three Samurais.

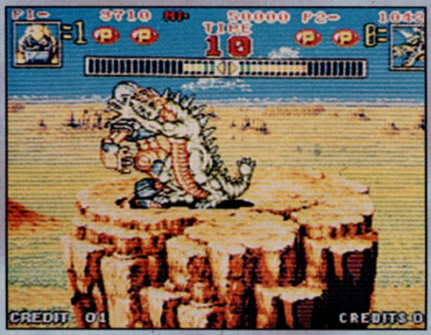


The glass wall won't protect you from this firing boss.

You thought that the evil warlord had kept his 400-year-old promise, and your favorite samurai warriors had banished him for good. Wrong! Armed with swords, these brave fighters have come back to save the world again with more hard-hitting action. This lengthy, simultaneous two-player sequel brings back all the characters, power-ups, magic, and more.

Available July

King of the Monsters II



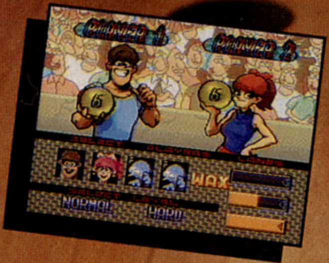
The dinosaur plays rough.

You thought your King of the Monsters' throne was safe, but all six monsters are back to throw you out of your seat. Be the last monster standing in King of the Monsters II and the crown is yours. This simultaneous two-player action sequel travels through different landscapes, but it maintains the same monster super moves as in the original. As a monster fighting other monsters, this cart should prove just who is King!

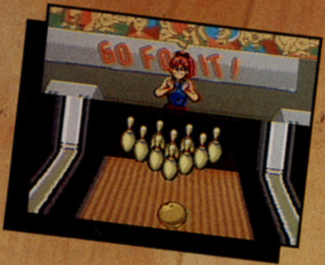
Available July

Life In The Fast Lane.

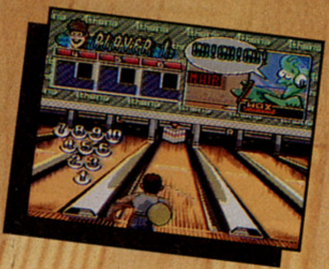
Super Bowling
LICENSED BY Nintendo
1 TO 4 PLAYERS CAN COMPETE!
TECHNŌS
SUPER NINTENDO ENTERTAINMENT SYSTEM



Choose your weapon: ***Left-handed 6-pounder... right-handed 16-pounder ...and everything in-between.***



You're in charge: ***Control Lane Position, Aim, Spin and Power to find the sweet spot and drop 'em all.***



Check the conditions: ***Get a feel for the lane—things change dramatically after an oil change.***

Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

Super Bowling brings you the excitement, challenge and all the realism of bowling... except for one thing: You don't have to wear someone else's shoes.

- Action for 1 to 4 Players
- Four Cool Characters With Unique Styles and Attributes
- Standard 10-Frame "Turkey" Bowling
- Unique Nine-Hole "Golf" Bowling Course
- Set Your Own Pins in Practice Mode

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Hitting Gold on the NES

Gold Medal Challenge

Nintendo

By Weekend Warrior

Rather take part in the Olympics than watch it on TV? If you answered "yes," then Capcom's got the perfect solution! Gold Medal Challenge offers18 different summer events on your NES. Be forewarned: stamina, strategy, and very, very strong button-pushing fingers are a must if you wish to have any chance of winning a medal, much less the gold!

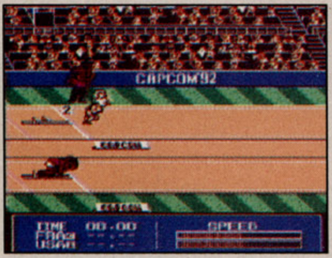
GOLD MEDAL CHALLENGE
1

Ready...

The 18 events fall into three categories: track and field, swimming, and indoor events. Track and field includes the 100-, 200- and 300-Meter Relays, 4x100 Relay, 110-Meter Hurdles, Long, Triple and High Jumps, Javelin Throw, Shot Put, and the Marathon. Swimming events feature a100-Meter race in Freestyle, Breaststroke, Backstroke and Butterfly, and a 200-Meter Medley combining all swim styles. Indoor events are comprised of Weightlifting and Vaulting. One to eight players may choose among 12 different countries to represent eight countries in the tournament. The computer fills in any openings on the roster and updates each country's medal standings after each event. Most events are divided into heats of two competitors who move simultaneously on a split screen.

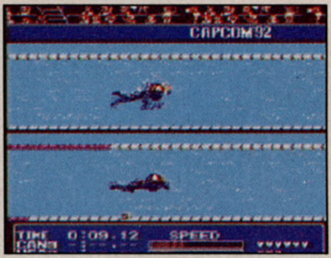
...Set...

Track events are extremely grueling, because your success is directly related to how fast you push the buttons. You must adopt the strategy of real-life runners who pace themselves, know how to prolong their energy and know when to go all out. These factors are crucial in the longer events, especially the 4x100 Relays and Marathon.



PROTIP: To ensure a huge boost off the line, rev up to top speed before the start gun.

Swimming events are dependent upon establishing a rhythm that optimizes the balance between energy and oxygen expenditure. Speed is determined by the number of strokes, the distance you ride out each stroke, and the number of times you disrupt your strokes to take a breath. Experiment to discover each style's unique rhythm for optimum speed.



PROTIP: It isn't necessary to have the maximum six breath units. Once you've established your rhythm, stay between one to four units.

The remaining events include rapid button-pushing, but are more dependent upon your reflexes. Jumps and throws require achieving maximum speed and hitting the optimum angle of launch. Vaulting requires split-second timing to execute an assortment of combinations using the buttons and direction pad for flips and turns. Coordination is the name of the game for these events.

PROTIP: The best overall angle for the Jumps, Javelin Throw and Shot Put is 45 degrees.

PROTIP: The top priority in Vaulting should always be a solid landing!

...Go!

Gold Medal Challenge is an excellent sports cart with a well-balanced mixture of button-pressing arcade action, intelligent strategizing, and deft coordination. The graphics are bright, distinct, and colorful, and on-screen movements are extremely responsive to the controls. The computer opponents are tough and demand your best if you want to win a medal.The one to eight player option makes this one of the best multi-player carts for the NES. It's often just as fun cheering on your buddies as competing yourself! Gold Medal Challenge gets a well-deserved a gold for fun and entertainment!

Gold Medal Challenge by Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	INT. Intermediate

Price not available
1 meg
Available July '92

Sports
One-Eight Players
Battery backed RAM

Olympic Gold Passes Genesis Torch

Olympic Gold for the Genesis

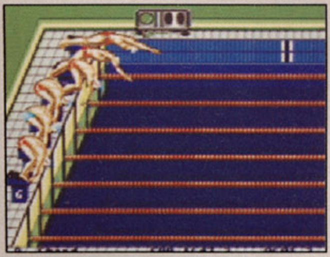
Genesis

By Colorful Commentator

Olympic Gold by U.S. GOLD is close to a full-fledged Genesis edition of the summer games, and it's not a bad first try. The game can accomodate up to four players, and it packs seven events, opening and closing ceremonies, and good graphics on an 8 meg cart.

As up-and-coming world-class athletes, you and up to three friends register your names and countries, and choose among eight languages. Competition begins in one of three play modes: Training, Mini Olympics, or Full Olympics.

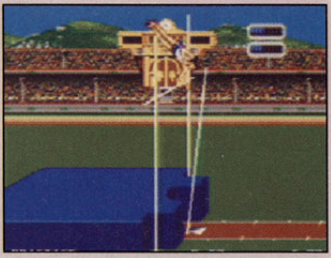
Fast button-jamming is a must during the three race events (100-meter Sprint, 110-meter Hurdles, and 200-meter Freestyle Swimming). Pound A and B to build up speed, and tap C to perform simple actions (dive, turn, stretch, or jump). It's simple, straight-up game play.



PROTIP: Watch the Freestyle Swimming starting lights to get a jump on the competition.

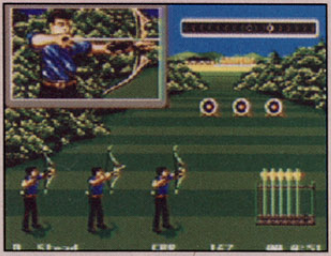
Pole Vault and Hammer Throw require an identical A/B button combo to gain momentum, and the control pad and/or C executes the moves. Timing your actions with your power build-ups is tricky.

Springboard Diving is tough to master. Using all three buttons and the control pad, you pull off leaps, pikes, twists, and tucks. Judges grade your dive's style and execution on a scale of 1 – 10.



PROTIP: Press Left at the height of your Pole Vault to clear the bar.

Archery is excellent arcade fare. You adjust your bow's tension, then compensate for wind, and aim for the bull's eye. You get three flights of six arrows to score a medal.



PROTIP: Keep your tension to a minimum during low-wind Archery rounds.

Olympic Gold sports arena looks with colorful visuals and fluid movement. The crowd applause and musical ditties won't bug you. Real Olympic and world records are programmed into each event, and you compete with 20 computer opponents for the highest overall score.

Gold's on the right Olympic track, but the cart's just too short! More events are sorely needed, and a lack of a battery or a password hurts ongoing play possibilities.

Consider Olympic Gold for a short, semi-sweet Genesis track & field fix, but no more. Olympic Gold wins the Bronze.

Olympic Gold by U.S. GOLD

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.0	ADJ. Adjustable

$54.95
8 megs
Available June '92
Sports:
Summer Olympics
Four Player

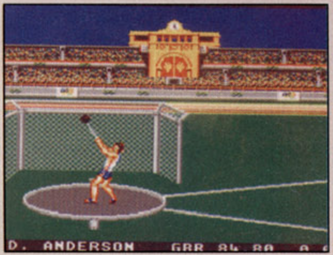
Game Gear Gets Gold, Too

Olympic Gold for the Game Gear

Game Gear

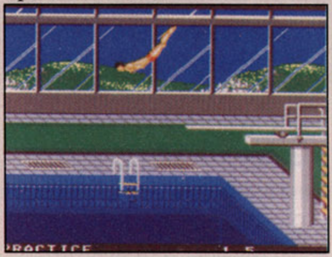
By Colorful Commentator

U.S. Gold's scaled-down Game Gear Olympic Gold is an 8-bit replica of the Genesis cart. Unfortunately, this is a good news/bad news situation. The handheld version's so close to the original that it shares nearly all of its big brother's strengths – and weaknesses.



Let the Game Gear games begin!

As expected, the seven events match the Genesis' lineup stride-for-stride: 100-meter Sprint, 110-meter Hurdles, 200-meter Freestyle Swimming, Archery, Pole Vault, Hammer Throw, and Springboard Diving. Game Gear controls compensate for the GG's lack of three fire buttons without a hitch. Up to four players can compete by passing the Gear back and forth, but no head-to-head cable option is offered.



PROTIP: Watch the computer's demo to perfect your diving technique.

Measured against Game Gear standards, the graphics shine on, and on, and on. Only Archery's small target puts a slight strain on your vision. The sounds and music are as middle-of-the-road as the Genesis cart's.

Game Gear Gold's shortcomings mirror the 16-bit edition's – too few events and the missing save game feature. Olympic Gold gets a good jump out of the starting blocks, but you won't break a sweat.

Olympic Gold by U.S. GOLD

Graphics	Sound	Control	FunFactor	Challenge
2.5	4.0	5.0	3.5	ADJ. Adjustable

$39.95
Megs not available
Available June '92
Sports:
Summer Olympics
Four Players

EASN Basketball Qualifies for the Olympics

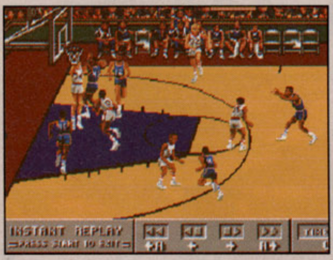
PREVIEW: U.S.A. Basketball

By Dirty Player

One surefire Olympic highlight for hard core gym rats will be the debut of America's ultimate basketball dream team – the first in a long series of U.S.A. Olympic dream teams. That's because this year the Pros are finally out to bring home the Gold! It was too good for Electronic Arts to pass up.

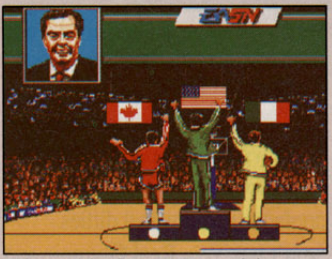
Gold Medal Hoops

Due out this month is a brand new Electronic Arts Sports Network (EASN) b-ball cart called U.S.A. Basketball. It's based on the Bulls vs. Lakers (and Celtic vs. Lakers) basketball game engine.

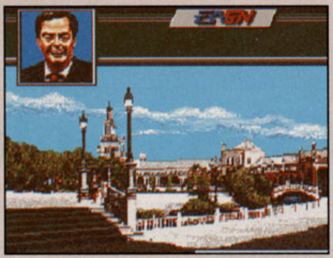


Intense basketball action in any language.

U.S.A. Basketball will feature the formidable talents and likenesses of b-ball stars like Michael Jordan, Magic Johnson, Larry Bird, Chris Mullin and more! If you don't know what NBA teams these guys play for, we have some nice soccer reviews for you next issue!



Friendship first. Competition second.

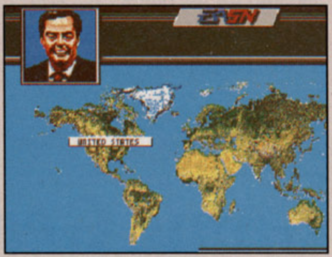


Real-life media personality, Ron Barr, is the official EASN announcer, and he welcomes you to Spain.

Hard core EASN b-ball players will be glad to know that this cart will also feature new "signature moves." For example, His Airness has a new Kiss the Rim Dunk, and the Magic Man busts an awesome Behind the Back Jam. You can also keep Stats for your version of the team.

Around the World

The U.S.A. Basketball team will match hoops with 12 international teams from Croatia, Canada, France, Lithuania, Australia, Yugoslavia, the Netherlands, Italy, Spain, Angola, Taiwan, and Slovenia. Okay, siddown, stop laffin', and take a reality check on those visions of Gold Medal glory

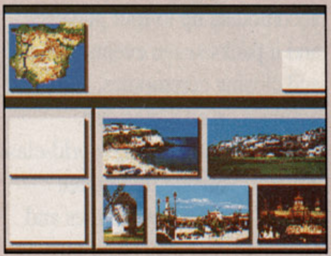


Your competition comes from all over the world.

The international competition has a few things going for it. A couple of the teams sport their own formidable NBA talent, namely Team Lithuania with Sarunas Marcillonis of the Golden State Warriors and Team Yugoslavia which stars Vlade Divac of the Los Angeles Lakers. They'll have their own signature moves, too.

America's home boys also have to play under international rules. They get two 20-minute halves, a 45-second shot clock, and three free throws for fouls commited on a 3-point shot.

Finally, here's the meanest handicap facing Team U.S.A.: You're at the controls!



Great country information screens provide background data on the countries your competitors represent.

One Time Only

EASN is going to make U.S.A. Basketball a limited edition, once-in-a-lifetime shot, just like the real-life 1992 Team U.S.A. basketball squad. So be prepared to jump on a cart if you want one. Check out these preview screens and go for the Gold!

Good Sports at Electronic Arts

By Dirty Player

When it comes to sports, never tell Electronics Arts, "It's just a game." Sports games have become such a key element in Electronic Arts' game lineup that EA established a separate sports product line called the Electronic Arts Sports Network (EASN). It includes games for the Genesis, the SNES, and several computer systems (including DOS PCs and the Mac).

Taking Sports Seriously

EASN goes beyond merely publishing games. Last year it started a membership drive to recruit game players into the EASN family. According to Don Transeth, director of sports marketing, "It's important for us to know who's playing our games. EASN members will receive advance notice of upcoming sports games, and we'll make special tips available to them for existing games. Eventually, we'd like to use them as a selected research group to get better ideas into our games."

EA also sponsors a syndicated radio sports talk program, called Sports Byline U.S.A., which is hosted by Ron Barr. It currently runs on 100 stations around the U.S. and on the Armed Forces Radio Network. The show features guest interviews and telephone call-ins. Naturally, EASN is a major sponsor and every show features the EASN Sports Trivia Contest. The prize is...right, an EASN sports game.

Road Games

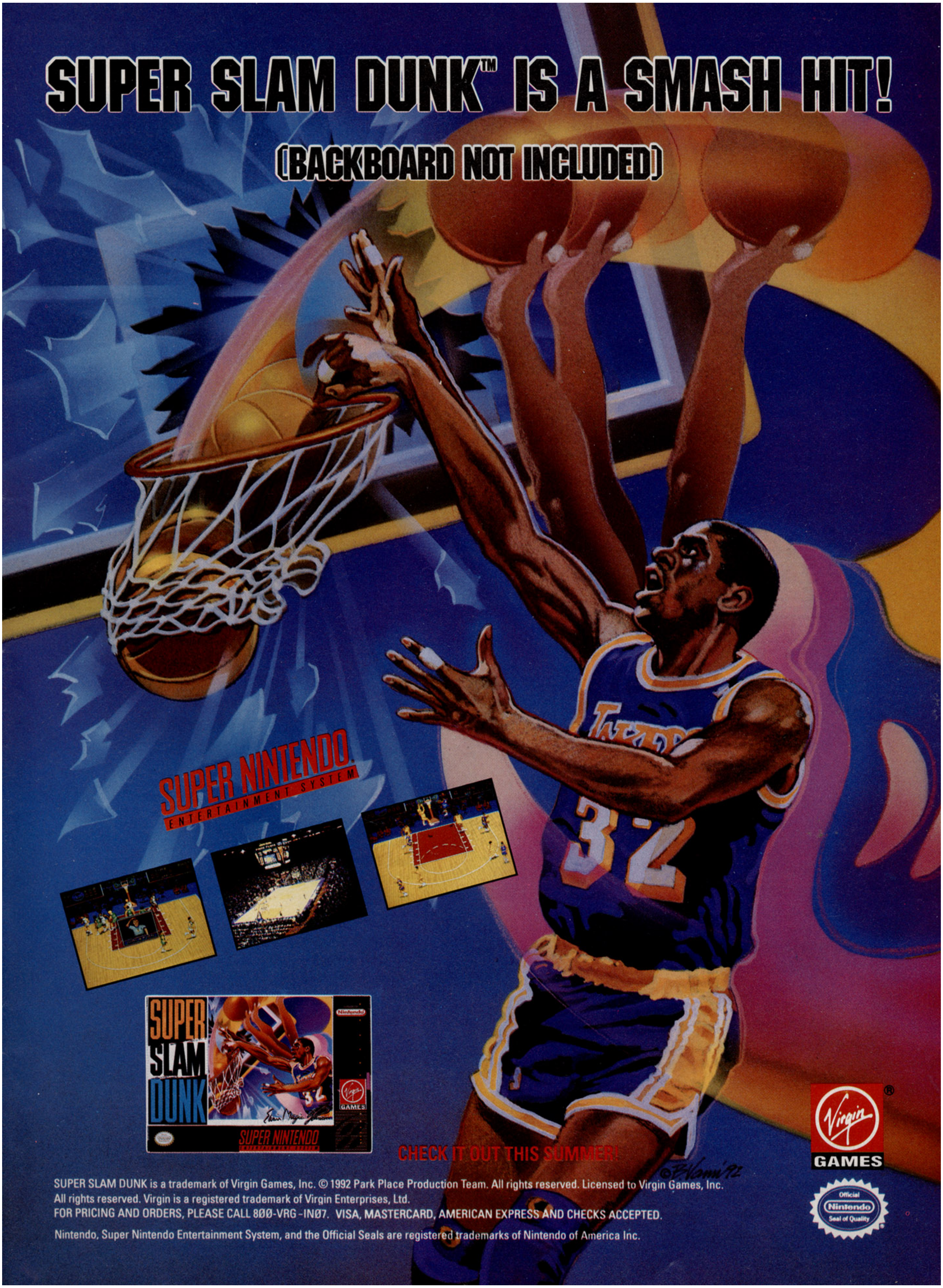
Like every pro team, EASN also goes on the road. "We attend any sports event that ties into our games," says Transeth. The EASN road show consists of exhibit areas filled with TV and PC monitors that make current EASN games available for fans to play.

This year, EASN has made appearances at the CBS Sports Super Bowl party, the NHL All-Star Game, the PGA at Sawgrass, and the NBA All-Star Game. Plans call for EASN to appear in Portland for the NBA draft, and Ron Barr's Sports Byline will broadcast live from Chicago during the Summer Consumer Electronics Show. Transeth adds, "Don't be surprised to see us at the World Series, the Stanley Cup Play-offs, and again at the Super Bowl." A European tour is also in the offing.

The Bottom Line

EASN can rack up as much mileage as it wants, but gamers want games. No problem. The current feathers in EASN's cap are U.S.A. (see preview) and Bulls vs. Lakers. 1993 will see a blitz of sports games including: John Madden '93, NHL Hockey '93, PGA Tour II, and an as yet unnamed tennis game. Soccer, Wrestling, and Baseball (due before the '93 season) are in the works.

Plug in an EA sports game, and you'd best come prepared to play. EA takes sports seriously.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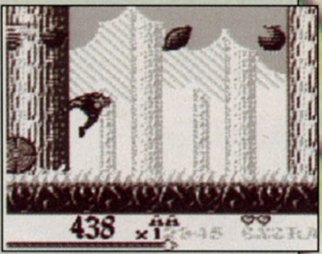
GAME BOY PRO REVIEW

Super HunchBack

By Feline Groovy

This cat's got a hunch that Game Boy addicts are going to take a shine to Super Hunchback, a lighthearted and challenging game from Ocean.

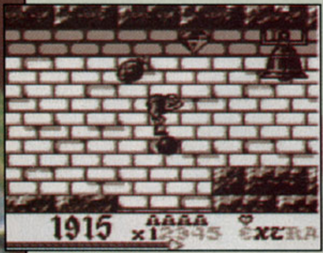
The immensely horrible Halfenpounder has taken the incredibly lovely Esmerelda captive. Super Hunchback's the only one willing to "bust his hump" to rescue Esmerelda before she disappears into the slimy depths of Halfenpounder's castle...forever!



PROTIP: Don't hesitate for a moment in the third section of Stage One. If you do, you'll be flattened by an offscreen log.

Good Looks

Ocean definitely gets a top grade for uniqueness of character, not to mention for their catchy tunes. Yeah, he's a bit on the lumpy side, but he's not ugly. In fact, graphically speaking, the whole shabang looks pretty sweet. There's an awesome animated sequence, too. It's guaranteed to make you flash those pearlys.



PROTIP: Ride atop cannonballs to safety...or smack into danger if you aren't careful.

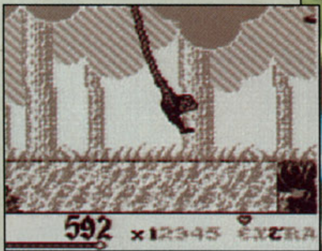
SH has a limited amount of time to forge his way through nine, maze-style Stages in Halfendpounder's castle. Mad and mangy creatures aren't what's troublesome about this less than humble abode. Swimming through moats, dodging cannon fire, swinging from ropes, and leaping across spiked pits are what's in store.

As SH is making those breezy (which translates into easy) jumps and turns, he can grab onto hunks of fruit and other good stuff that may send him to a secret bonus level, or two. If he's really swift, SH may be able to collect enough letters to spell out "EXTRA," which earns him a precious extra life.

Get Back

Beauty may not be Super Hunchback's claim to fame, but challenge is.

The constant jumping and dodging will keep your eyes and fingers working overtime, along with the absence of a continue feature. YUK! If you can hang with that, we strongly suggest you start hangin' around with Super Hunchback. He takes his lumps with style.



PROTIP: If you can let go of the rope when perfectly centered over the subterranean pits, you will land in it and it's filled with goodies.

Super Hunchback by Ocean

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.5	4.0	INT. Intermediate

$29.95
1 megs
Available now

Action
One Player

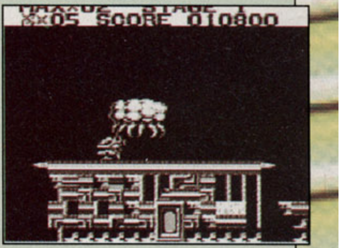
The Adventures of Star Saver

By Toxic Tommy

Space creatures are invading the Earth yet again. Our first line of defense? Kevin, his sister Connie, and a robot named Tom Wolfe. Where's this battle taking place? Dullsville, South Dakota?

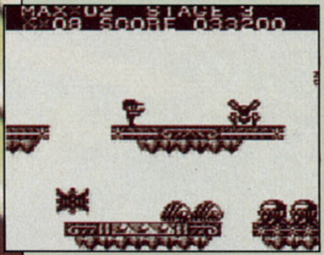
Shooting Star

If you quickly zoom past the story line, The Adventures of Star Saver by Taito becomes a pretty good Game Boy action/adventure game. You must attack the extraterrestrial command center in nine action-packed Stages and three hidden Bonus levels. The rigorous side-view, multi-scrolling E.T. – blasting is guaranteed to keep your thumbs busy.



PROTIP: Brainy Boss1 dips three times as it flies above you. The third time it drops to attack.

Kevin's duded out in Tom Wolfe, a robot with a mech-style body. It's called a Tom Wolfe Suit (no kidding). His assets are a decent jump and a rapid-fire blaster with unlimited ammo. However, if he takes too many hits, he reverts back to just plain Kevin with a single-shot pistol and the high likelyhood of meeting video doom.

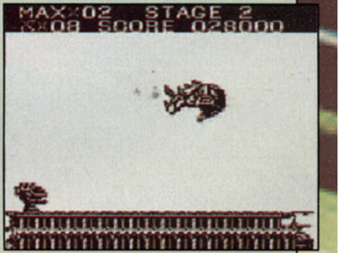


Without the Suit., Kevin's just a boy among monsters.

Star Saver's controls are smooth. Kev, in any form, can seriously motor when he has to. He has a built-in, high speed run, and he can collect unique bungy life savers, which he can use to pull himself up or across the screen.

PROTIP: Wait for Boss 3 to drop on you, then run to the side. Jump and fire after it unleashes its claw. Aim for the abdomen and be prepared to jump over the claw. Repeat this sequence until it's history.

Star Saver's graphics look sharp. The feisty space critters are weird, but cute. Space bunnies, robo-flies, mech-birds, and solar snails paint a bizarre monochrome picture. Stage bosses look gruesomely cool. The music's comical and catchy, but one listen is all you need.



PROTIP: Boss 2 jumps twice on its way to get you. Scoot under it when it makes the second jump and keep shooting.

Star's Light

The Adventures of Star Saver serves up steady run and gun action. It's easy to play and just tough enough to beat. It isn't clear which star needs saving, but you can at least be an Earth saver with Star Saver.

The Adventures of Star Saver by Taito

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

Price not available
2 megs
Available now

Action/Adventure
One Player

COOL

Nintendo
GAME BOY
Centipede
OFFICIAL
GAME LINK
GAME PAK
ACCOLADE
Nintendo
THE ORIGINAL ARCADE MEGAHIT!
MISSILE COMMAND
ACCOLADE
LICENSED BY
Nintendo
ASTEROIDS
ACCOLADE
LICENSED BY
Nintendo

If you're into awesome action, these three Arcade Classics are so hot they're cool! Just think of it! All the great elements of the coin-op versions are now yours to enjoy on your Game Boy.®

Missile Command® is non-stop action. The 16 great cities of the earth are under attack. Your job? Blast enemy ICBMs, stealth bombers, satellites and other SCUDly forms of intercontinental evil.

Asteroids® finds you sweating bullets as asteroids hurtle straight at you. Quick! Use your hyperwarp engines to streak out of danger while you blast fierce enemy ships and asteroids with your missiles.

Centipede™ will make your skin crawl as you pull the trigger on waves of centipedes, spiders, fleas and scorpions. All swarming at you past eerie black mushrooms. Coming this summer...

Each of these megahits has multiple skill levels. Choose either single player action, or two player alternating. For Asteroids and Centipede use Game Link™ to connect two Game Boys for two player competitive or two player cooperative.

To order these great games visit your favorite retailer or call 1-800-245-7744.

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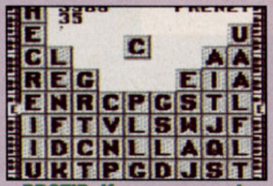
Wordtris

By Bone Head

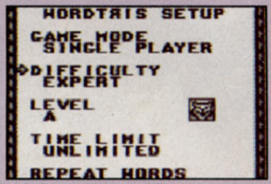
Word to the wise: Wordtris by Spectrum Holobyte for the Game Boy is an addicting one or two-player Tetris with a Scrabble twist. Letters drop from the top of your screen and you try to make words from them. When you complete a word, like completing a line in Tetris, it disappears from the screen.



PROTIP: If your screen is filled with letters, start moving falling letters to the far left and far right. If they land in the middle, game's over.

Plenty of options make this game accessible to everyone. You can set skill levels at Children, Novice, Advanced, or Expert. Each skill has 10 levels. In Advance, you start out spelling three-letter words and switch to four-letter words. In Expert, you have to make four-letter words in all ten levels.

To challenge your vocabulary skills, you can set tough options, such as a time limit, no repeat words, or not being able to see the next falling letter. Wild Card Blocks don't reveal the letter until it hits the ground regardless of your choice of settings. Cherry Bombs, Dynamite Sticks, and Acid Beakers blow up difficult letters such as "Q" and "Z."



WORDTRIS SETUP
GAME MODE
SINGLE PLAYER
DIFFICULTY
EXPERT
LEVEL
A
TIME LIMIT
UNLIMITED
REPEAT WORDS

Adjustable options makes Wordtris fun for all levels of word connoisseurs.

PROTIP: When you find yourself wordless, let the letters fall where they may. Sometimes this produces unexpected words, like "ecru."

You can try to beat your best score or play a group of friends in the Tournament mode, where you pass the Game Boy back and forth and it tallies the separate scores. Either way, Wordtris is as hard to drop as Tetris. Instead of just challenging your coordination and skill, you may have to use a little brain power to get the last word on this cart.

Wordtris by Spectrum Holobyte

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.5	4.0	3.5	ADV. Advanced

$34.95
1 meg
Available July '92

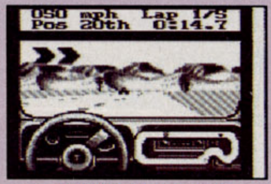
Puzzle
Two Player

Jeep Jamboree

By The Great McGillicuty

Jeep Jamboree by Virgin hits the Game Boy driving scene with above average, rough-'n'-ready racing. You duke it out with 20 pro drivers in an all-out battle for on- and off-road supremacy. A Game-Linked friend can rev up the two-player engine in a versus mode, too.

The driver's seat perspective provides a sharp look at the first-person action. Your jeep has built-in Turbo Speed equipment, but you can't customize or "soup up" the vehicle. Also missing is a rear view mirror and weaponry á la RoadBlasters.



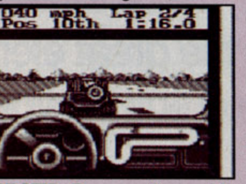
PROTIP: Race each course once or twice in Practice mode to learn the curves.

Jeep Jamboree sticks to the driving basics. Your jeep handles well, but controls are affected by road conditions, such as gravel and water. Gas it on a wet spot, and you'll skid off the road and crash! Wrecks sideline you for a few timer ticks.

PROTIP: Hug the inside lane when the road begins to turn.

Rely on quick nitro and brake moves to qualify you in the top ten cut of each race. The 22 bumpy courses are chock full of hazards. Despite a difficulty selection option, Jamboree makes road life challenging with no continues.

Jamboree's full-screen, 3-D cockpit graphics are GB good, and the hills can cause motion sickness! The easy-listening music and sound effects, however, are middle-of-the-road. Don't expect Indy 500 action, but Jeep's decent driving game play will satisfy the handheld roadster crowd. Yes, there's only one Jeep Jamboree.



PROTIP: Prepare to avoid a parked jeep when you see a road barrier.

Jeep Jamboree by Virgin

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	ADJ. Adjustable

$29.99
1 meg
Available Aug '92

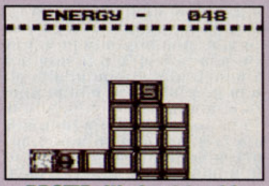
Driving
Two Player

Pyramids of Ra

By Linoleum Blown Apart

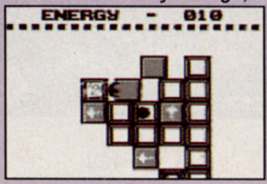
You've entered the pyramids of Egypt, and now you must work your way through 24,000 rooms in search of the Pharaoh's hidden tomb.

In Matchbox's Pyramids of Ra, every room is a maze of tiles, which explode when you, as a bouncing ball, jump on them. Don't linger on any one tile too long, or your energy will run out. Destroy all the tiles and bounce back to the start box, which is the tile you began from. Then it's onto the next room. You get a password after completing any room. You would never get to the mysteries of the ancient tombs any other way.



PROTIP: It's best to skip along the outside tiles first and then work into the middle.

As if finding your way through these mazes wasn't tricky enough, some rooms have special tiles. The two-bounce tiles have to be jumped on twice before they explode and the three-bounce tiles require three springs. There are tiles that constantly move back and forth horizontally and others that move up and down vertically. Jump tiles catapult you from one tile to another. You'll also encounter vertical flip tiles, horizontal tiles, reverse moving tiles, unknown tiles, and more.



PROTIP: When you encounter a moving tile, don't stop to time it just right! Just keep jumping.

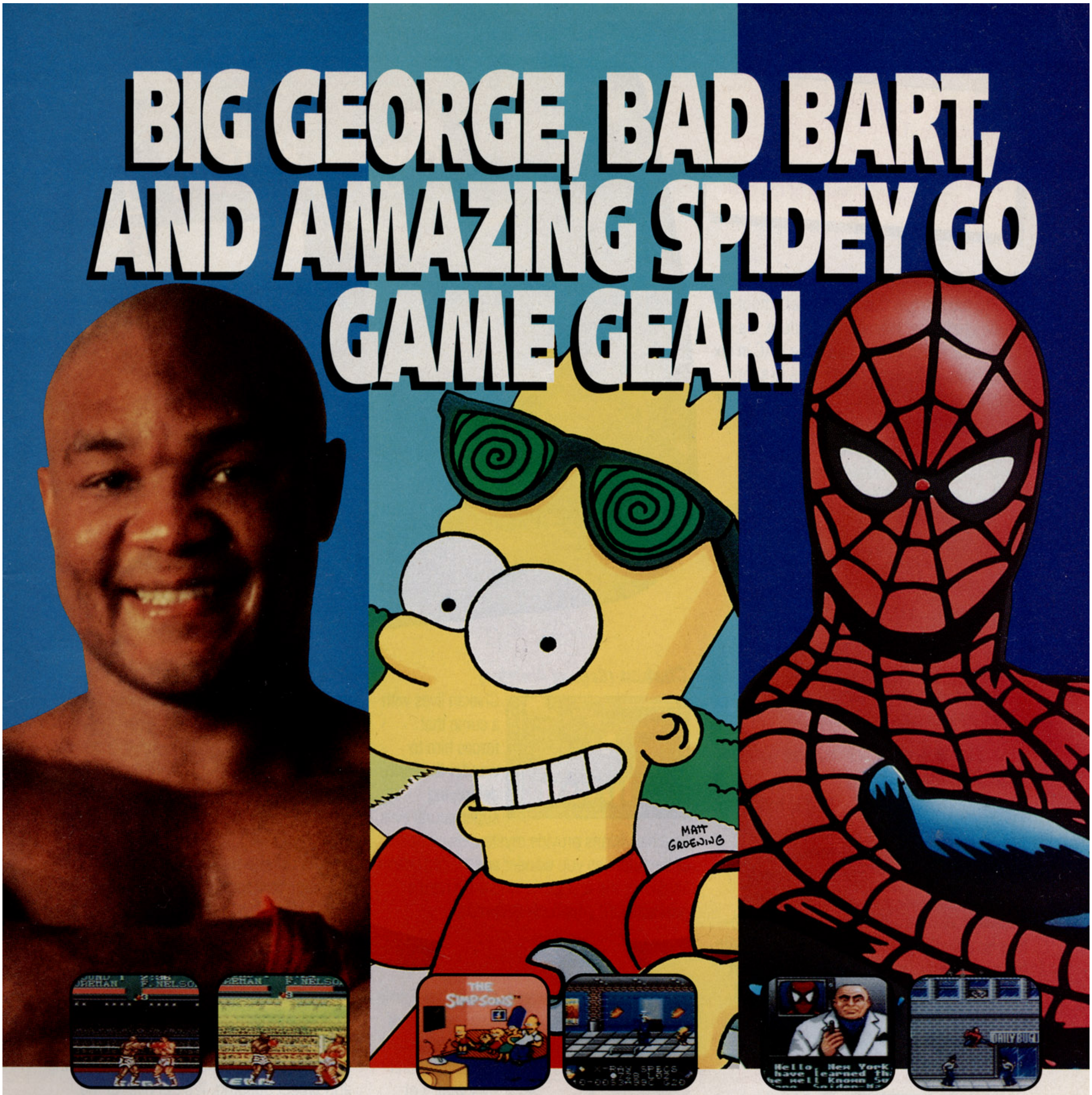
As a Game Boy puzzler, Pyramids of Ra competes with the best of them. Because the action is not complex, the graphics are adequate. They don't need to be elaborate. The Egyptian high-pitched tunes, however, begin to grate on you after awhile. If you're dying to know what's in Tut's tomb and you have LOTS of time and patience, Pyramids of Ra will keep you hoppin'for quite some time.

Pyramids of Ra
by Matchbox Video Games

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	4.0	ADJ. Adjustable

$32.95
1 meg
Available June '92

Puzzle
One Player
Passwords


BIG GEORGE, BAD BART, AND AMAZING SPIDEY GO GAME GEAR!
MATT GROENING
THE SIMPSONS

GEORGE FOREMAN'S KO BOXING
SEGA GAME GEAR
THE SIMPSONS BART VS. THE SPACE MUTANTS
SEGA GAME GEAR
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GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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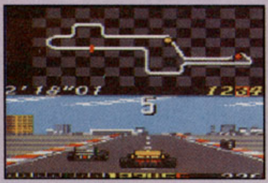
Limber up your thumbs, Game Gear afficionados. There's a slew of GG games coming your way this summer and through the rest of the year. Here's a quick run-down on some of the best:

GAME GEAR
POWER
LAP 1
01' 14"53
258 km/h
AUTOMATIC
13

Aerial Assault (Sega of America)

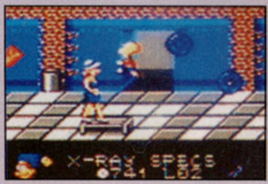
Take to the skies in this two-player, shoot-em-up challenge. Placed in the future, it's a fight to the finish as you battle the NAC in six deadly missions. Snag power-ups to score six different types of weapons and blast your way to victory. *(Available Summer)*

Ayrton Senna's Super Monaco GP II (Sega of America)



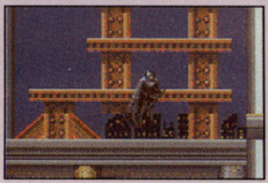
It's the ultimate fantasy for anyone who's ever been thrilled at the scent of burning rubber and the rush of the road. Make your driving dreams come true as you compete on your choice of world championship courses. *(Availability to be announced)*

The Simpsons: Bart vs. the Space Mutants (Flying Edge)



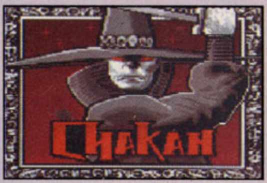
Bart is trying to save his hometown, Springfield, from a strange alien invasion. Problem is, only Bart can see the invaders. With his trusty can of spray paint in hand, Bart cruises through the mall, an amusement park, and more in this out-of-the-world adventure. *(Available Summer)*

Batman Returns (Sega of America)



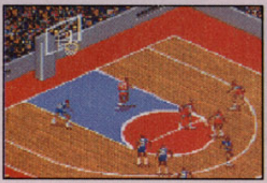
That birdbrain Penguin has swooped into Gotham City. Guess what that means? Yup, Batman's back! This time he's in six levels of nonstop, one-player, arcade action that's based on this summer's movie, Batman Returns. Grab some Batarangs, jump into the Batmobile, and get ready to save Gotham City one more time. *(Available Summer)*

Chakan (Sega of America)



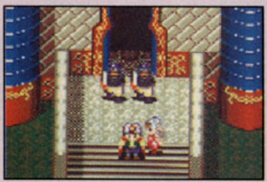
Chakan lives with a curse that forces him to wander the earth destroying supernatural evils. Psychic visions provide mysterious glimpses of the future as you wander amid eight action levels. It's the first game where the hero's goal is death! *(Available December)*

David Robinson's Supreme Court (Sega of America)



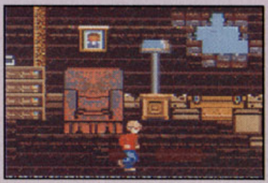
Here's the Game Gear version of the Genesis cart released earlier this year. Let your fingers do the running as you dribble down court with the likes of NBA star David Robinson! *(Available Summer)*

Defenders of Oasis (Sega of America)



For an Arabian fantasy RPG journey to the Yufrato empire. This first 4 meg cart for the Game Gear features a 3-D perspective that's reminiscent of Phantasy Star. *(Available December)*

Home Alone (Sega of America)

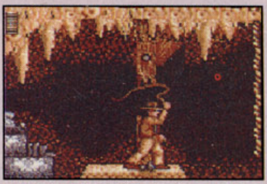


Kevin's in trouble again and you've got to help him. In this pocket-size version of the blockbuster movie, you help Kevin clear six different houses of robbers and bad guys. Jet around the neighborhood in a fan-powered sled and assemble all kinds of kooky weapons to outwit the criminals. *(Available December)*

Humans (GameTek)

Travel back in time, way back, to become a tribe of Stone Age humans. Your task is to learn to work together and master evolutionary developments, such as fire making and wheel building. It's survival of the fittest – video game style. *(Availability to be announced)*

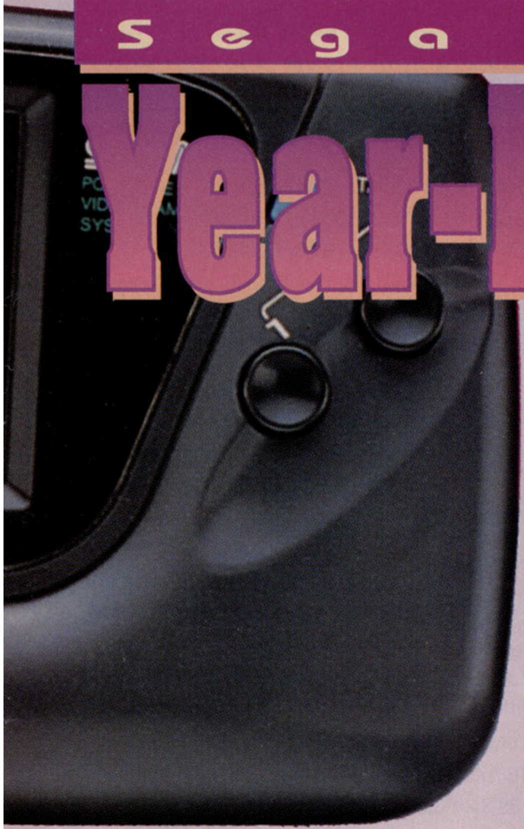
Indiana Jones and the Last Crusade (U.S. GOLD)



Indy's always ready for action. This time around, it's based on the famed adventurer's last movie. On his quest for the Holy Grail, you'll guide Indy through five levels in this one-player action/adventure. *(Availability to be announced)*

Sega Game Gear

Year-End Preview



Marble Madness (Tengen)

Another arcade classic, this 3-D puzzler challenges your skills and reflexes, as well as your mind. Your job is to maneuver marbles down complicated mazes fraught with obstacles that are guaranteed to drive you mad. *(Available September)*

Paperboy (Tengen)

Paperboy's one of the few games that's been delivered on almost every system. Climb aboard your trusty bike and deliver papers through one of the weirdest neighborhoods you're ever likely to see. It's an arcade classic to slip into your paperbag. *(Available July)*

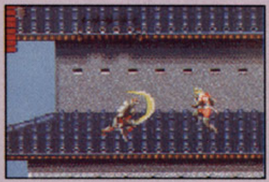
Prince of Persia (Tengen)

As the Prince of Persia, you must search the 12 levels of the Grand Vizier's castle in order to rescue the Princess. Sucess requires athletic prowess, agility, magic potions, and more. Plus, wait till you see this game's beautiful animation. *(Available September)*

Rampart (Tengen)

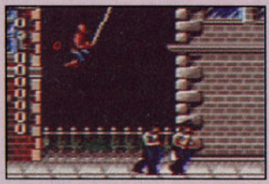
This arcade hit features strategic action straight out of the Middle Ages. Your job is to build fortresses, defend them from invading troops and armadas, and consolidate your territories. *(Available September)*

Shinobi II (Sega of America)



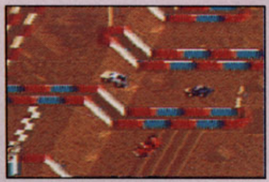
In this sequel ninja-legend, Shinobi makes his return to the Game Gear. In this one-player action/adventure cart, Shinobi can call upon four unique characters to help him. Each helper has their own brand of ninja magic. *(Available December)*

Spider-Man (Flying Edge)



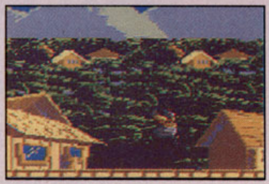
Spider-Man's in trouble. The Kingpin has spun a web of deceit and Spidey's caught right in the middle. Your job is to help Spider-Man clear his good name in eight levels of web-slinging, wall-climbing action. *(Available Summer)*

Super Off-Road (Virgin Games)



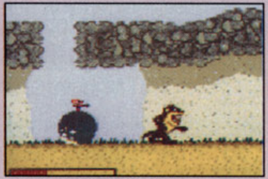
Step into the four-wheel drive vehicle of your choice and get ready for the same great rip-roaring, mud-slinging, road race action that's made it to just about every video game system to date. *(Availability to be announced)*

TaleSpin (Sega of America)



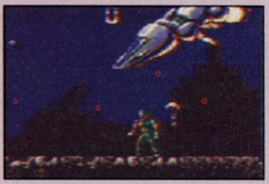
Baloo and his buddy, Kit, team up for an around-the-world flying adventure. They fly aboard the Higher for Hire's famous Sea Duck. The comic duo travel to ten worldwide ports of call in seven levels of Disney animated action/adventure. *(Available December)*

Taz-Mania (Sega of America)



Take one hungry Tazmanian Devil, a missing Seabird egg (Taz' favorite food), eight levels of action/adventure, a Game Gear, and what have you got? Taz-Mania, a one-player action/adventure game! Taz is the latest Warner Brothers star to make it to the miniature video screen in all his glory. *(Available Summer)*

Terminator (Virgin Games)

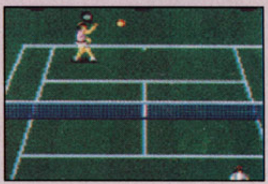


Team up with everyone's favorite heavy metal guy for nonstop, arcade-style, run and gun action. Based on the blockbuster movie of the same name, this one's gonna' blast its way to the Game Gear this summer. Hasta la vista, baby! *(Availability to be announced)*

Wheel of Fortune (GameTek)

Wheel.....of.....Fortune is back one more time! With this handy pocket-size Game Gear VANNA WHITE version, you can spin the wheel, solve 4,500 puzzles, and win cash and prizes beyond your most fabulous dreams. Hey, you can even listen to the Wheel of Fortune theme song! *(Available Summer)*

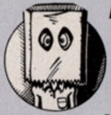
Wimbledon Tennis (Sega of America)



Become a tennis legend as you go head-to-head in Wimbledon tennis action against the computer or a friend. The game includes singles or doubles play, a pool of tennis aces from around the world, several different court surfaces, and the ability to control your strokes. *(Available Summer)*

LYNX PRO REVIEW

Lynx Casino

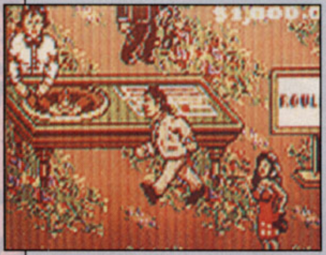


By The Unknown Gamer

Hey, big rollers Slip into your favorite polyester suit, and slink on down to Atari's Lynx Casino for a little gambling.

Cards On the Table

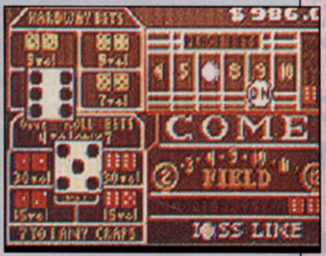
As you stroll across the tacky carpet of the Lynx Casino, you'll find there are five fun ways to lose lots of cash: Blackjack, Craps, Poker, Roulette, and Slot Machines. From a side-view of the Casino, cruise past the potted plants, the Elvis impersonator, the cashier, and step right up to your game of choice and chance.



PROTIP: Just for fun, stop and chat with the folks hanging around on the casino floor. They'll have all kinds of interesting and meaningless things to tell you.

In the Lynx Casino, Blackjack's played with a "six deck shoe." You can bet from $1 to $500, play two hands at once, double, split, and take out insurance. The Craps table is where you really get to play the part of a big roller. Check out the manual to find out how to bet. When you're tired of shooting Craps, head for the wheel of fortune – the Roulette table. Pick your favorite number, color, or combo. There's a slew of ways to bet on the spin of this big wheel. Video Poker's a nice change of pace. Bet $1-5 a hand. The deck's got 53 cards, including a wild card to make things a little more interesting. For the ultimate Vegas experience, step up to the Slot Machines. Drop in $1-5 and pull the handle in search of three 7's.

PROTIP: Strange, but true. If you put a chip on almost every square in the Roulette wheel, you'll still usually end up winning more than you bet!



PROTIP: Odds are, your best chance of winning is at the Blackjack table. Although, the Lynx Casino slot machines are supposed to have a 97% payback just like real slot machines (who's kidding

If you drop $1,000, head to the Cashier's window. They'll give you credit for $500 two times. Once you lose $2,000, you're out of luck.

Place Your Bets

Lynx Casino is just what it sounds like – a straight ahead, no frills, casino game. Nice graphics capture the look and feel of each game, and there are some cool sounds, like the clink of coins dropping in the slot trays. This cart's a fun way for beginners to learn the games of chance, and a great way for big rollers to unwind. Too bad there's no save or password feature to enable you to save your winnings for your next Casino session. Better luck next time!

Lynx Casino by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	3.5	INT. Intermediate

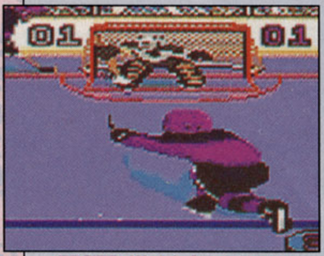
$39.99
2 megs
AvailableJuly '92

Casino
Two Player

Hockey

By Colorful Commentator

Face it, ice hockey enthusiasts, you'll be hard pressed to find realistic hockey action in a handheld format. Atari's Hockey comes close with solid game play and a few frills, but it also contains a few failings.

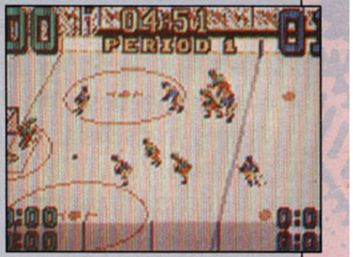


PROTIP: Watch for patterns during Shootouts. The computer often aims towards the weak "stick" side, or in-between your legs.

Nice Hockey

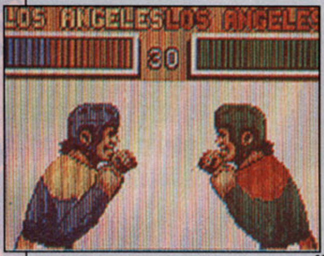
Hockey, the cart, gets most of the game's basic play elements down cold. You face-off against a Comlynxed friend or challenge a hard-knocks computer opponent. One-player mode's rough, even on the Easy setting. So, prior to game time, you can practice the Shootout and Fighting sequences. Championship fanatics will unfortunately miss the lack of tournament play.

Stats nuts get their money's worth with Hockey. The 22 fictitious teams are modeled after the NHL's '91 – '92 real-life clubs. Each team as a whole, and each player individually, is rated in eight categories. The ratings actually impact game play. You can also customize the statistics, and record a password to save your new numbers.



PROTIP: Angle your shots to increase your scoring probability. Attack the goal with two players so you can score with rebounds.

Hockey's action is well-intended, but suffers in execution. The meat of the cart utilizes the traditional angled, side-view look at the horizontally scrolling rink. The arena is well-drawn and colorful, but choppy screen scrolling and jerky player movements detract from the visual impact. An awkward three-button control interface hampers play, and a clutter of players on-screen often obstructs your view. Low-key sound effects and music accompany the game.



PROTIP: Pick a fight when your player is stronger than the computer's player. Win to set up a power play!

Other Hockey activities flow well with the total game. Face-offs treat you to a slick head-to-head, top-view scene. Shootouts show off a cool 3-D, behind-the-shooter perspective. You and the opponent drop your gloves and choke, jab, and uppercut each other in graphic side-view brawling. The loser gets a one-way ticket to the penalty box!

Icing on the Lynx

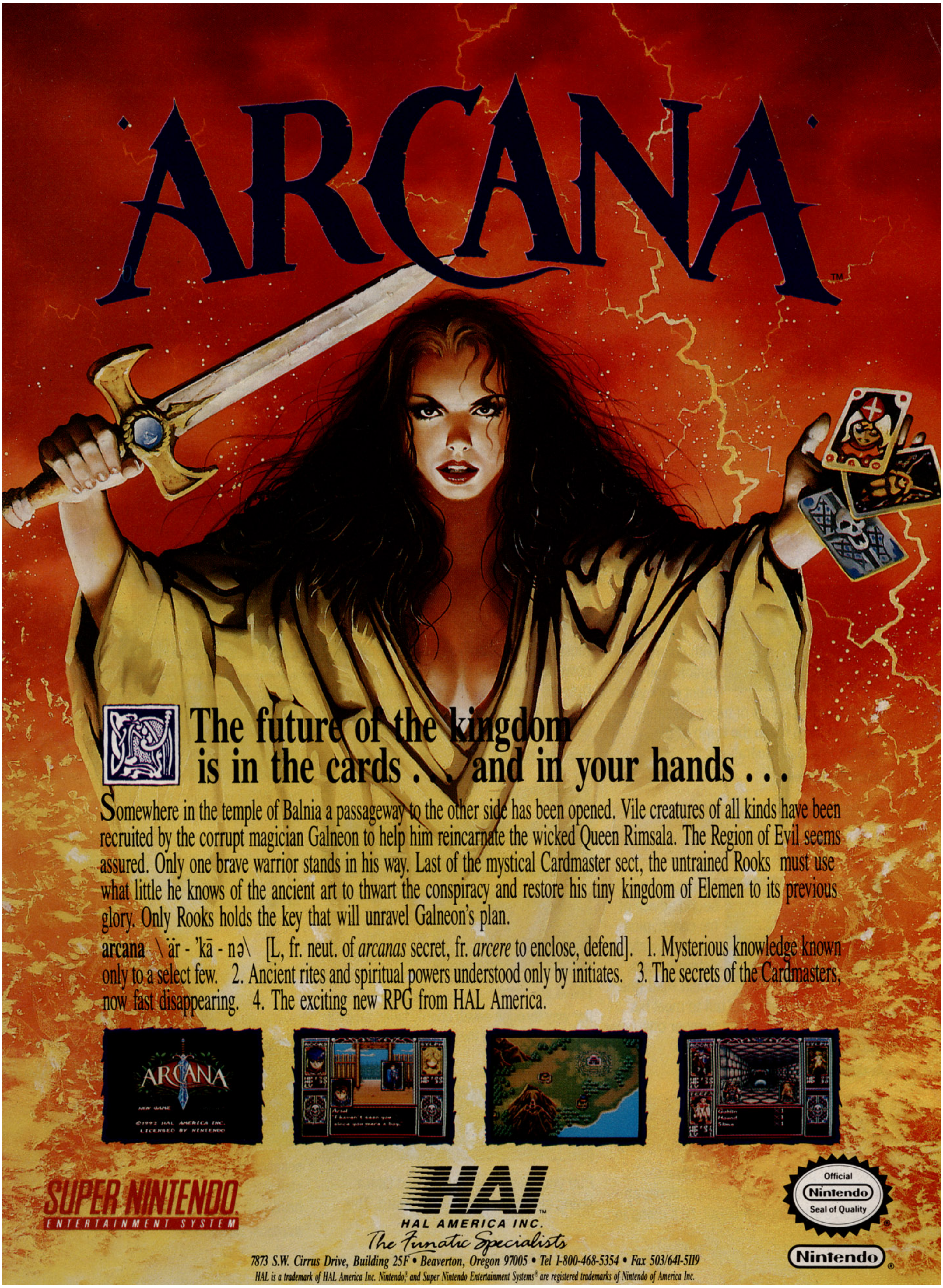
Hockey's missing elements disqualify it from Stanley Cup contention. That said, play this cart anyway for a moderately satisfying skate around the Lynx rink.

Hockey by Atari

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	2.5	3.0	ADJ. Adjustable

$39.99
2 megs
Available July '92

Sports: Hockey
Two Player
Statistic Passwords



The future of the kingdom is in the cards . . . and in your hands . . .

Somewhere in the temple of Balnia a passageway to the other side has been opened. Vile creatures of all kinds have been recruited by the corrupt magician Galneon to help him reincarnate the wicked Queen Rimsala. The Region of Evil seems assured. Only one brave warrior stands in his way. Last of the mystical Cardmaster sect, the untrained Rooks must use what little he knows of the ancient art to thwart the conspiracy and restore his tiny kingdom of Elemen to its previous glory. Only Rooks holds the key that will unravel Galneon's plan.

arcana \ är - 'kā - nə\ [L, fr. neut. of *arcanas* secret, fr. *arcere* to enclose, defend]. 1. Mysterious knowledge known only to a select few. 2. Ancient rites and spiritual powers understood only by initiates. 3. The secrets of the Cardmasters, now fast disappearing. 4. The exciting new RPG from HAL America.

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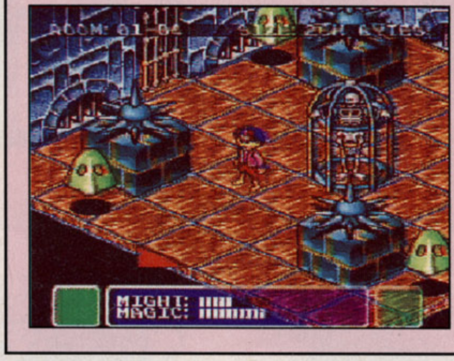
SHORT PRO SHOTS

SNES

Equinox (Sony)

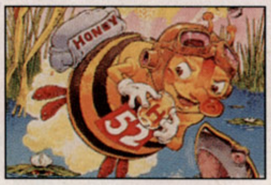


The son of Shadax, the grand hero of Sony's hit action/role-play, has taken on a heroic role in his own adventure, Equinox. From a 3/4 overhead perspective, you guide Shadax's son through a multitude of mazes and battles. Manned with a variety of weapons, such as Fireballs, the task at hand is to fend off the countless gruesome creatures and find Shadax before he's destroyed by an evil woman. If she isn't stopped, she will follow through with her plan to use Shadax's sacred magic and wreak havoc across the land.

Available September

NES

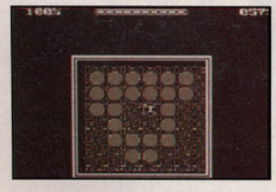
Bee 52 (Camerica)



Get buzzy, er, busy with Camerica's new NES title, Bee 52. Twenty-four stages of fun take you buzzing around obstacles, such as spiders and leaping grasshoppers.

Available now

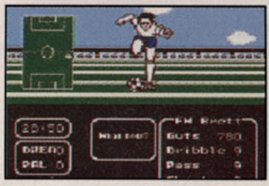
Pyramids of Ra (Matchbox)



In Matchbox's a-maze-ing puzzler, complete with color option, you must work your way through a series of tricky passageways until you reach the tomb of the ancient Pharoah, Scarabeus.

Available Summer

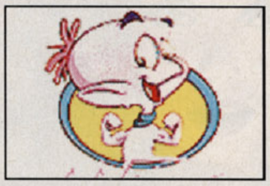
Tecmo Cup Soccer (Tecmo)

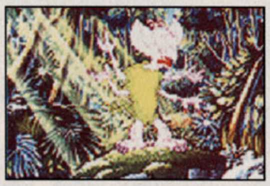


Through the sound advice of his coach, plus his own steely determination, Robin Field (the hero of Tecmo Cup) sets out to meet his ultimate GOAL – to be the number one team in the league.

Available now

Widget (Atlus)



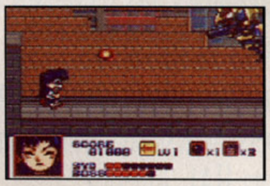


The highly popular animated character, Widget, has made a blockbuster debut on children's T.V. Come this Fall, he's going to make another debut - this time on the NES. This funky, little, purple man is off and running in his own action/adventure, which covers five "interstellar" stages. Widget must use his magnificent transformation powers (Stone Widget, Mouse Widget, Dolphin Widget, Bird Widget, and Bazooka Widget) to help him complete a variety of secret missions. Get the Widget habit!

Available Fall '92

Genesis

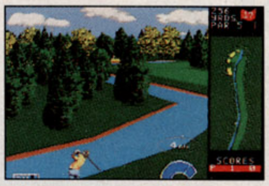
Syd of Valis (Renovation)



A new Valis character, Syd, wields the mighty Valis sword. Syd must hack and slash her way through seven enemy laden levels in an attempt to save the good Queen Valia.

Available now

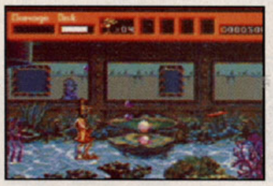
World Class Leaderboard (U.S. GOLD)



Putt your best foot forward and take a swing at World Class Leaderboard. This exciting game gives you the chance to tackle some of the world's most challenging courses, including Cypress Creek and Scotland's Saint Andrews.

Available August

Green Dog (Sega of America)

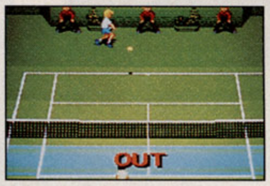


Become a blonde beach bum on an island-hopping journey through tropical ports of call. While you skim through the air in a funky pedicopter, troll the underwater depths in scuba gear, and stroll exotic beaches, you'll meet starfish with shades, pirahanas with attitudes, and other far-out sea life

Available Fall '92

SNES

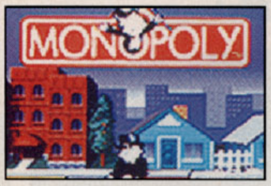
Jimmy Connor's Tennis (UBI Soft)



Jimmy Connor's Pro Tennis for the SNES is as colorful as the tennis pro himself. You can be coached by Jimmy in the training mode or step right into his persona and go head-to-head with a variety of awesome opponents.

Available September

Monopoly (Parker Brothers)

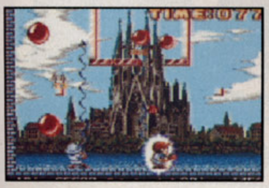


The object: to become the wealthiest real estate tycoon on the board. No, it's not the Donald Trump game. It's Monopoly for the SNES. Players can compete with friends or against as many as eight computer opponents. All playing pieces come to life with exquisite video animation. Better still, pass "GO" and you'll be showered with money, literally. Best of all, you don't have to worry about the politics of banking and real estate 'cause the computer takes care of that for you. Crack open those bank accounts. It's time to create a monopoly.

Available Fall '92

TurboGrafx-16

Pomping World – For the CD-ROM (Turbo Technologies)



In this unique puzzle/adventure for two, you and a buddy set out on a bubble hunt. Yep, these ferocious bubbles are out to get you. Your trick is to pop them with your trusty guns, harpoons, and grapnel-style weapons.

Availability to be announced

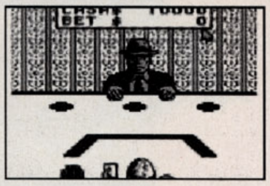
Falcon (Turbo Technologies)

Take the controls of a mega-powerful Falcon jet fighter. Why? An enemy force is threatening nuclear destruction. Hurry! You only have seven days to complete the 18 treacherous missions.

Availability to be announced

Game Boy

High Stakes (Electro Brain)



It's high stakes gambling with a twist. Play craps, video poker and slots for fun, or...step into an F.B.I. agent's shoes and attempt to uncover the secrets of underworld gambling house owners, like Machine Gun Max.

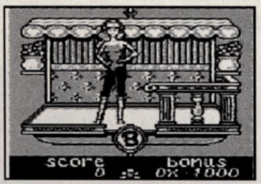
Available now

Super Off-Road (Tradewest)

This arcade based hit will thrill even the steeliest of video game drivers. Grab the wheel of your souped-up four wheeler. Bump and grind your way up, over, and hopefully across the finish line.

Available Summer

Barbie (Hi Tech Expressions)



Barbie's got a hot date with Ken and, oh, she hasn't a thing to wear! You can help Barbie solve this dilemma when you play her all-new Game Boy adventure, Barbie! You get to explore a ten-story Dream Mall and search for glamorous clothing, accessories, and more. Shop 'til you drop!

Available now

Lynx

Crazy Ace (Telegames)

Miniature golf has never been so miniature...or so much fun! This deluxe portable golfer for the Lynx sends you on a putt-fest through classic mini-golf settings, including the ever-popular moving windmill obstacle.

Available now

Game Gear

The Terminator (Virgin)

Bet you never thought you'd be able to hold Arnold Schwarzenegger in the palm of your hand! Well, now you can. The Terminator adventures have found a home on the Game Gear. This compact dynamo looks nearly identical to its Genesis cousin. The year: circa 2029. The task: to gun-'n'-run your way through six levels in an attempt to save Sarah Connor from the clutches of the Terminator.

Available October

Call the GamePro Hot Tips Hotline!
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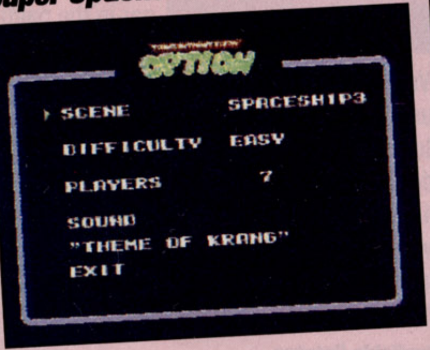
S.W.A.T.PRO

TIPS-TACTICS HOT PASSWORDS

SECRET WEAPONS AND TACTICS

Teenage Mutant Ninja Turtles III (Nintendo)

Super Options Screen!



OPTION

▸ SCENE SPACESHIP3

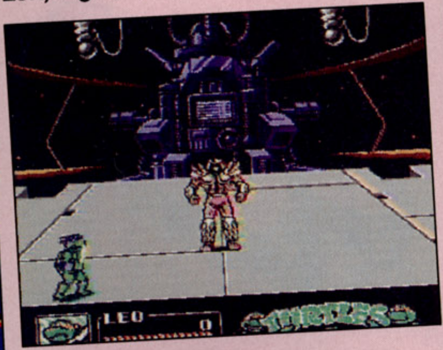
DIFFICULTY EASY

PLAYERS 7

SOUND "THEME OF KRANG"

EXIT

Customize your TMNT III game play with this quick code. **At the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, A, B, and Start.**



Now the action begins! You can choose your starting level, number of lives, game difficulty, and listen to the cart's music with a sound test.

Arik "Swede" Johnson, Ionia, MI

Palamedes (Nintendo)

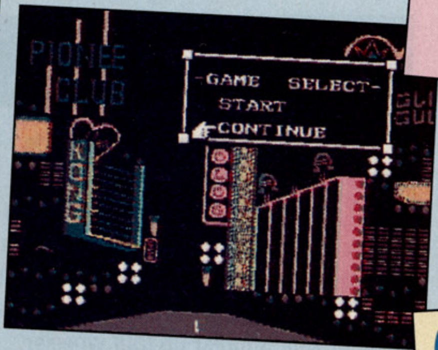
Sound Test

Here's how to check out Palamedes' music. **At the title screen, hold down the A and B Buttons on Controller Two, and press Start on Controller One.** Now choose a song!

David Ramey, Antioch, CA

Vegas Dream (Nintendo)

Ending Password!



Enter this password to start your Vegas Dream with tons of moolah:

G!LG Q4GB 2851! ?3
HB7K 3KH! !!F8

Now choose the Blackjack game and bet your bankroll. Win and you'll see the game's end!

Jon Fuller Jr., Cloquet, MN

Game Genie Code!

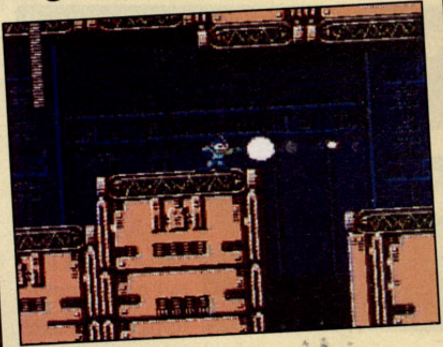
Star Wars (Nintendo)

Use this code with the NES Game Genie.

Immunity to Bullets: SLVUYNSO

Game Genie Code!

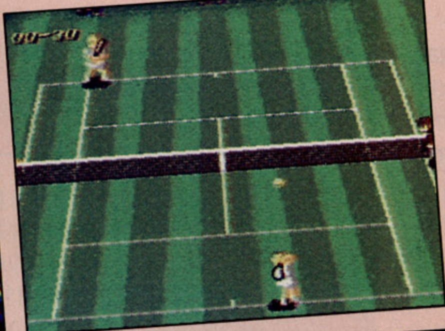
Mega Man 4 (Nintendo)



Use this code with the NES Game Genie.

Instant Megablast: AEOAIEPA

Super Tennis (Super NES)



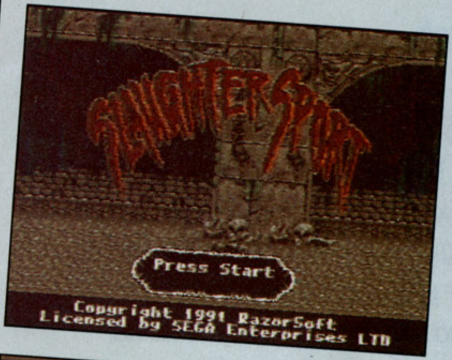
Bonus Player Power

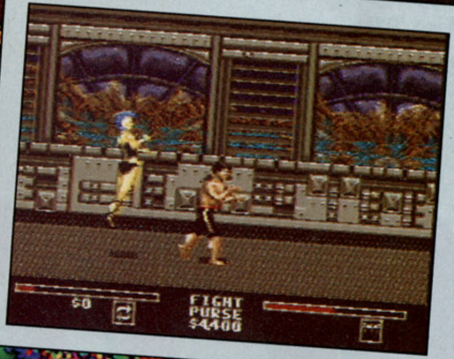
Now you can become the number one seed in Super Tennis. **Choose any character at the Player Select Screen.** While his or her name is highlighted, **use Controller Two and press L, L, L, L, L, X, R, R, R, R, R, R, R, X.** Now you have a powered-up player.

Rey Vasquez, Vallejo, CA

Slaughter Sport (Genesis)

Character Select!





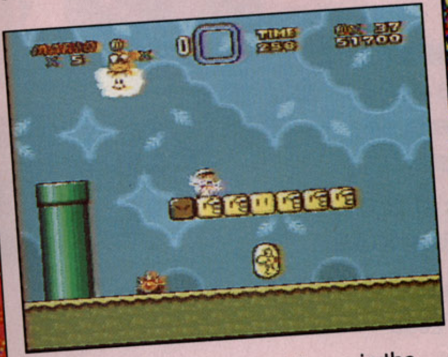
First, **bring up the title screen which displays the "Press Start" message.** Then use the following button combos to choose your favorite fighter in Slaughter Sport.

Bonopart:	A, Up, C
Buff:	Left, C, B
El Toro:	B and C together, A, Up
Guano:	Up, Right, A and B together
M.C. Fire:	Down, C, Right
Mondu:	A and B together, Down, Left
Ramses:	Right, Left, A
Robo Chic:	Right, Up, Down
Sheba:	B and C together, B, B
Skinny:	Right, Down, Right
Webra:	A and C together, Up, Right
Weezil:	Down, Right, Up

Dan Moyer, Stowe, PA

Super Mario World (Super NES)

99 Lives!



You can rack up unlimited 1-ups in the Forest of Illusion 4. Grab a turtle shell and drop it under the row of question blocks after the first green pipe. Each time the shell hits a Spiny, you'll earn points, and eventually you'll score a pile of extra lives!

Steven Swanson, Prophetstown, IL

Super Off Road (Super NES)

Free Play!

If you wish to play by yourself forever in Super Off Road, select the two-player mode and only use Controller One. Controller Two's truck will continue to lose, and you'll always place third or higher!

Joseph Schulz, Baton Rouge, LA

Golden Axe II (Genesis)

Stage Select!

SELECT PLAYER
CREDITS 3

Stage selection is now possible in Golden Axe II. When the intro rolls, hold down A, B, and C, and press Start. Continue to hold down A, but release B and C. While still holding down A, press B and C together to enter the Options screen. Continue to hold down A, but release B and C. Highlight Exit. While holding down A, press B and C together to return to the main menu. Continue to hold down A, but release B and C. While still holding down A, press B and C together to select the number of players. Keep holding down all three of these buttons and press Start to choose the Normal Game. While still holding down A, B, and C, highlight your character, hold down Up, and press Start. Now pick any Golden Axe II level!

Larry Lawton, Carson, CA

Continued on page 98

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#3 (Sep '89) Atari Lynx Preview
#4 (Nov '89) Complete Super Mario Land maps
#7 (Feb '90) Insane Sports Issue
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#12 (Jul '90) Teenage Mutant Ninja Turtles
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#15 (Oct '90) Halloween Games, Castlevania III
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#25 (Aug '91) Super NES Buyer's Guide, Spider-Man
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#29 (Dec '91) Football Review, Bart's Back
#30 (Jan '92) 56 New Carts Reviewed!
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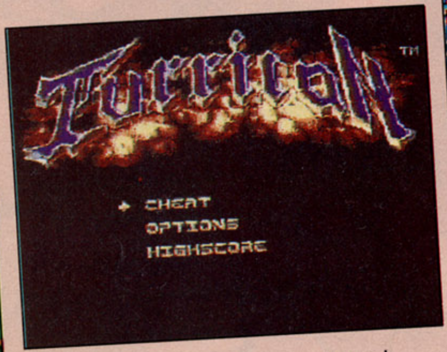
S.W.A.T.PRO

TIPS·TACTICS PASSWORDS

SECRET WEAPONS AND TACTICS

Turrican (TurboGrafx-16)

Invincibility!



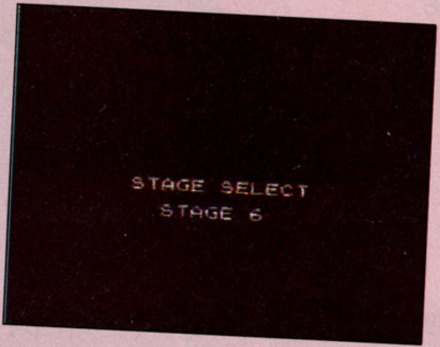
▸ CHEAT
OPTIONS
HIGHSCORE

Enter Turrican's Option mode and **highlight Exit.** Next, **press** the following buttons in this order: **I, II, I, II, I, II, I, II, I, II.** Exit the Options mode, then **choose the Cheat setting.** You're invincible!

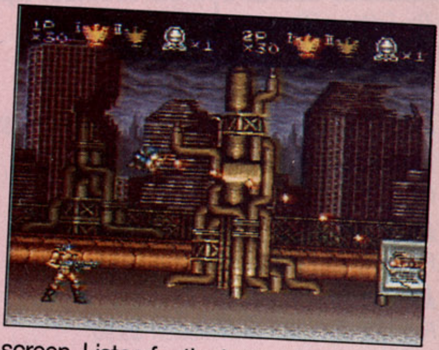
Chris Nadler, Alamo, TX

Contra III: The Alien Wars (Super NES)

30 Lives Plus Stage Select!



STAGE SELECT
STAGE 6



What strength! If you know the Street Fighter II Dragon Punch move, you can pull off stage select and extra lives tricks in Contra III. **To pick any level, press Left, Down, Down-Left, Left and Start** all in one motion at the player select screen. Listen for the humming sound to indicate the code worked.

If you'd like a thirty gun Contra Commando salute, press Right, Down, Down-Right, Right, and Start in one motion at the player select screen. Listen for the death scream to indicate the code worked. These tricks may take a few tries to execute properly, so practice your thumbwork.

Ryu and Ken S. Long, Thailand

Action Replay Codes!

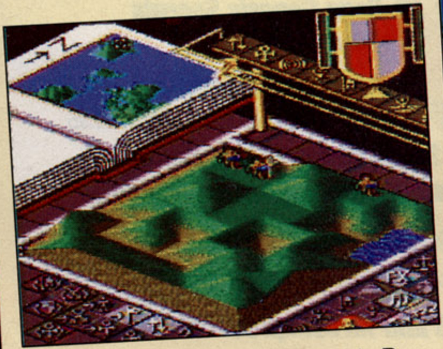
Desert Strike (Genesis)

Use these codes with the standard Action Replay cartridge.

Infinite Lives:	006AA 44A79
Unlimited Fuel:	00689 C4A79
Bonus Armor:	0049D 07FFF

Populous (Super NES)

Level Select

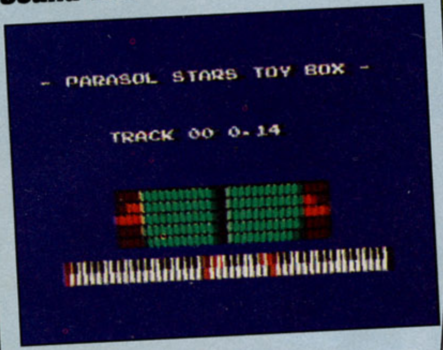


Here's how to jump to any stage in Populous. **Choose a Conquest game,** and click on the **Pause** icon. Move the cursor onto the world map, then **hold down L and press A.** Release these buttons. Next, **while holding down R, push and release Y, B, X, A, and Select.** Release R and click on Armageddon. Now enter the Setup menu and choose Conquest. **Inside the Conquest menu, press the X and B Buttons** to select any level in the game!

Jonathon Pedigo, Sherman Oaks, CA

Parasol Stars (TurboGrafx-16)

Sound Test

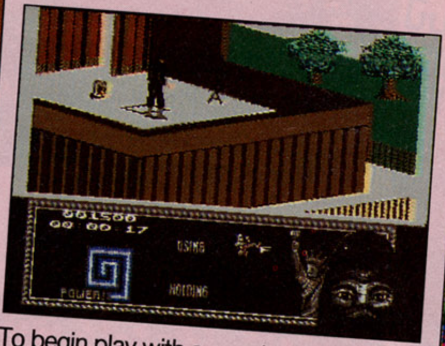

- PARASOL STARS TOY BOX -
TRACK 00 0.14

At the title screen, hold down Buttons I, II, and Down on the pad, then press Run. Now you can take in 19 tracks, plus view a cool keyboard!

Justin Hayworth, Houston, TX

Last Ninja (Nintendo)

15 Ninjas!


001500
00 00 17
POWER
USING
NOTHING

To begin play with a supply of 15 ninjas, enter this password:

HHHHHHHHHHH0HHH

Jobella Bryant, San Francisco, CA

Bubble Bobble (Game Boy)

Passwords

Type in these passwords to skip ahead to any of Bubble Bobble's four boss levels.

Level 25:	4LL1
Level 50:	1GBF
Level 75:	HLB3
Level 100:	KZBJ

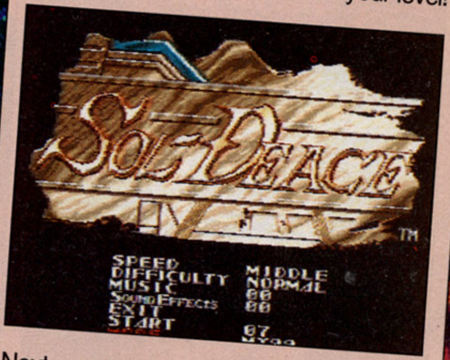
Mike Stec, Woodhaven, MI

Sol-Deace (Genesis)

Stage Select, 99 Ships, and Slow Mo!

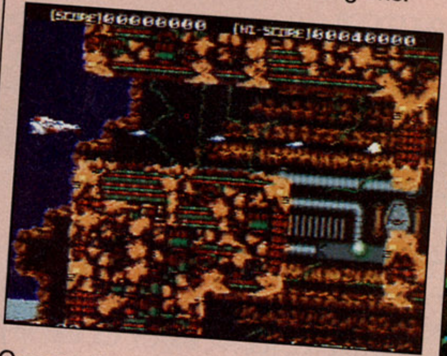
SOL-DEACE
TM
PRESS START BUTTON
LICENSED BY
SEGA ENTERPRISES LTD
© WOLF TEAM 1992

Follow these button inputs to score a stage select and 99 ships in Sol-Deace. **At the title screen, key in A, B, C, A, B, C, B, C, B, A, and Start.** Enter the Configuration mode and move the cursor to the Start input. Now choose your level!


SOL-DEACE
TM

SPEED MIDDLE
DIFFICULTY NORMAL
MUSIC 00
SOUND EFFECTS 00
EXIT
START 07
MY99

Next, **move the cursor to Mode and press Right until the symbol MY99 appears.** This will load you up with 99 reserve Sol-Deaces! Exit the menu and choose Continue to begin your game.

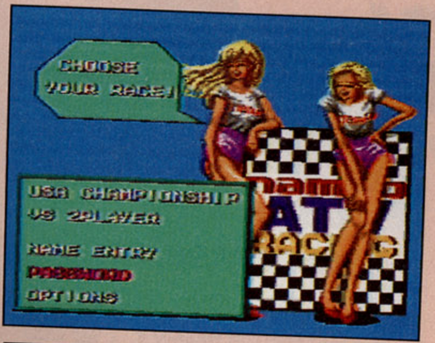

SCORE 00000000
HI-SCORE 00040000

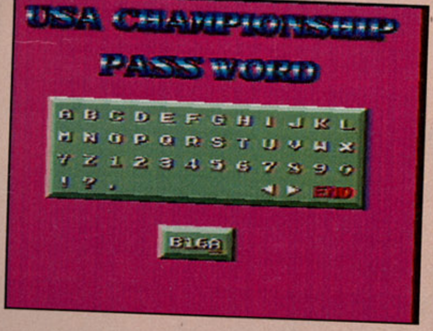
Once you're playing and you'd like **to skip more levels, press Buttons A, B, and C together.** To start up Slow Motion, tap any fire button while your game is paused.

Agnes Debarger, Aspen, CO

Quad Challenge (Genesis)

Heat Passwords!


CHOOSE YOUR RACE!
USA CHAMPIONSHIP
VS 2PLAYER
NAME ENTRY
PASSWORD
OPTIONS
namco
ATV
RACING


USA CHAMPIONSHIP
PASS WORD
A B C D E F G H I J K L
M N O P Q R S T U V W X
Y Z 1 2 3 4 5 6 7 8 9 0
! ? .
END
B16A

Type in these Quad Challenge codes to skip to the later areas in the game.

Heat 1:	EASY
Heat 2:	ECGT
Heat 3:	M4SR
Heat 4:	DTXG
Heat 5:	9F2J
Heat 6:	13RB
Heat 7:	PNF5
Heat 8:	CR11
Heat 9:	5JE8
Heat 10:	8SWG
Heat 11:	HGLY
Heat 12:	Q44E
Heat 13:	WHCM
Heat 14:	TVGZ
Heat 15:	SNDN
Heat 16:	B16A

Brian Belcher, Leetsdale, PA

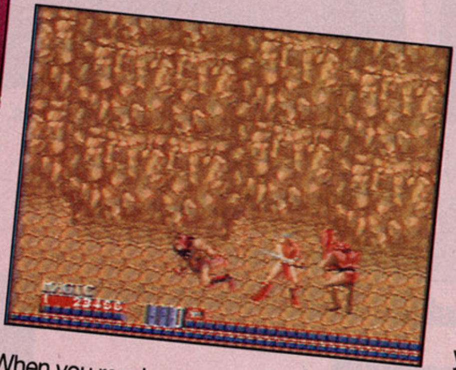
continued on page [illegible]

SWATPRO

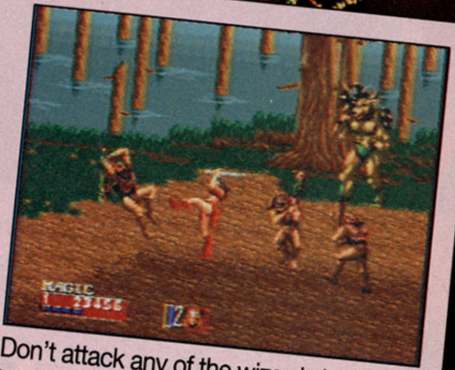
TIPS·TACTICS HOT PASSWORDS
SECRET WEAPONS AND TACTICS

Golden Axe II (Genesis)

Bonus Magic



When you reach any Golden Axe II boss monster, hold down the A button and fight the battle. After you defeat the boss, release A when you enter the bonus stage.

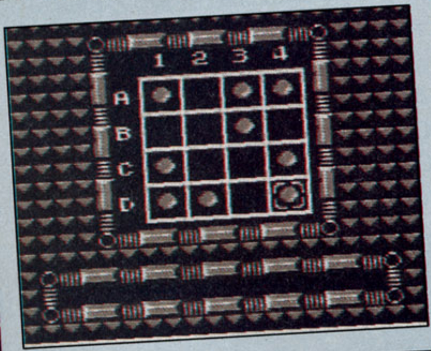


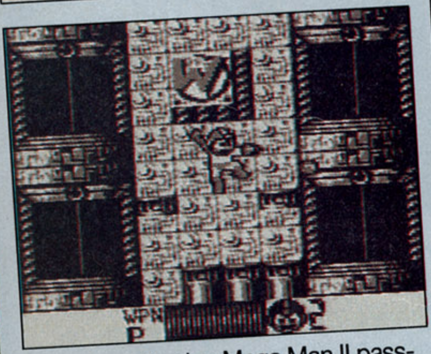
Don't attack any of the wizards in the bonus stage. When the next level begins, you'll have a full collection of magic spells! Don't use too many spells at once, or the game will freeze.

Larry Lawton, Carson, CA

Mega Man II (Game Boy)

Passwords Revealed!





Key in the following Mega Man II passwords to begin with the weapons of your choice.

Air: A2, B1, B3, B4, C3, D2, D4
...plus Clash: A2, B1, B3, B4, C3, D1, D2, D4
...plus Metal: A2, A3, B1, C3, D1, D2, D4
...plus Wood: A2, A3, B1, B4, C3, D1, D2, D4
...plus Hard: A1, B3, C1, C2, D1, D4
...plus Magnet: A3, A4, B1, B3, C1, C2, C4, D1, D3
...plus Top: A1, A3, A4, B3, C1, C2, C4, D1, D3
...plus Needle: A1, A3, A4, B3, C1, C4, D1, D2, D4

Slasher Quan

Game Genie Code!

Totally Rad (Nintendo)

Use this code with the NES Game Genie.

Infinite Magic: GXXAPKSN

Joey Pence, Huntsville, AL

U.N. Squadron (Super NES)

Gamer Skill Level!

Prove your flying skills with this new difficulty setting for U.N. Squadron! Enter the Option Mode and highlight the Game Level. Now use Controller Two and hold down Buttons A and X. While holding down A and X, flip through the difficulty settings with Controller One. A new skill level called Gamer will appear! Go for it!

Dana Nowell, Charleston, WV

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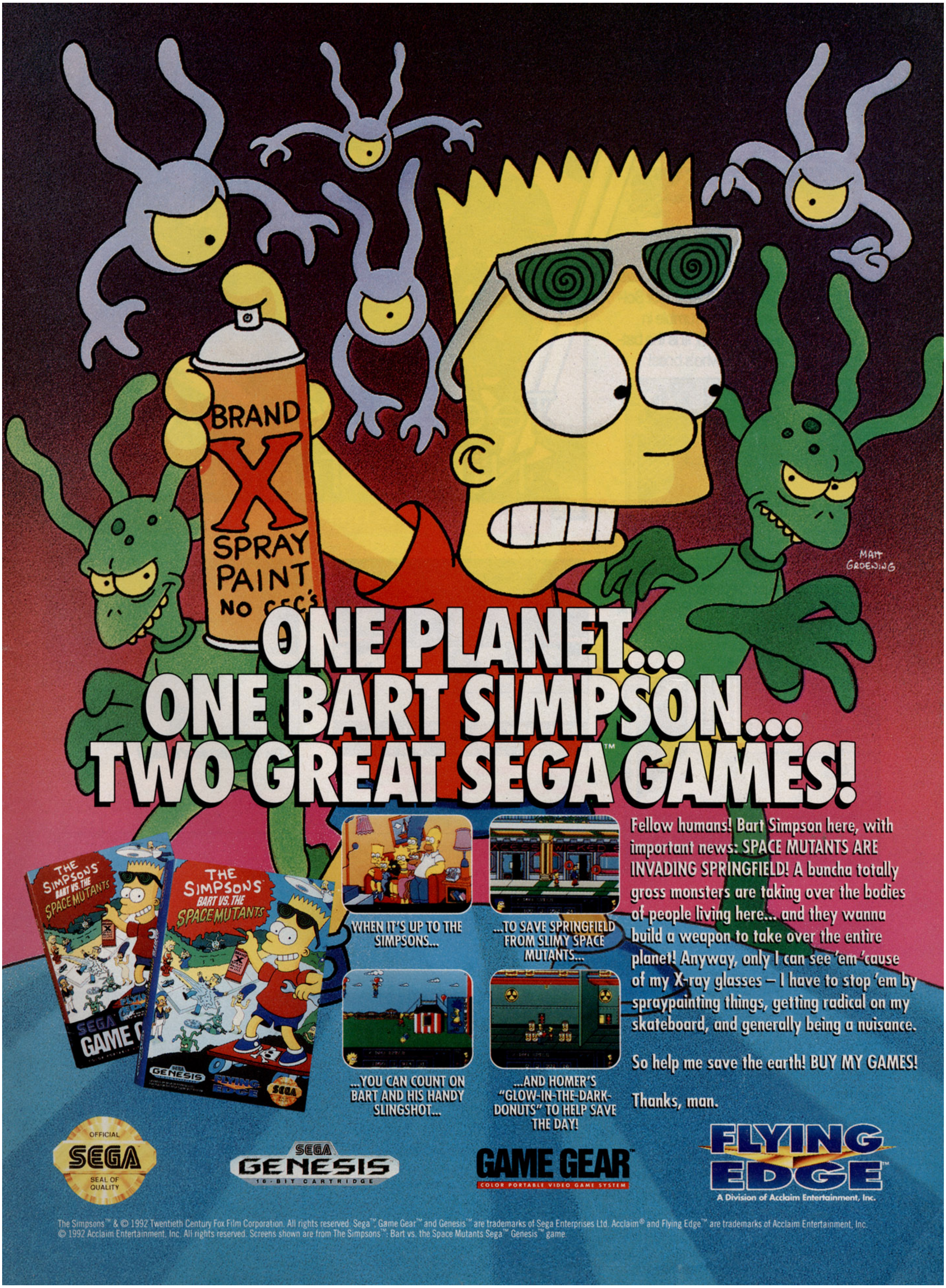

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...YOU CAN COUNT ON BART AND HIS HANDY SLINGSHOT...

...AND HOMER'S "GLOW-IN-THE-DARK-DONUTS" TO HELP SAVE THE DAY!

Fellow humans! Bart Simpson here, with important news: SPACE MUTANTS ARE INVADING SPRINGFIELD! A buncha totally gross monsters are taking over the bodies of people living here... and they wanna build a weapon to take over the entire planet! Anyway, only I can see 'em 'cause of my X-ray glasses – I have to stop 'em by spraypainting things, getting radical on my skateboard, and generally being a nuisance.

So help me save the earth! BUY MY GAMES!

Thanks, man.

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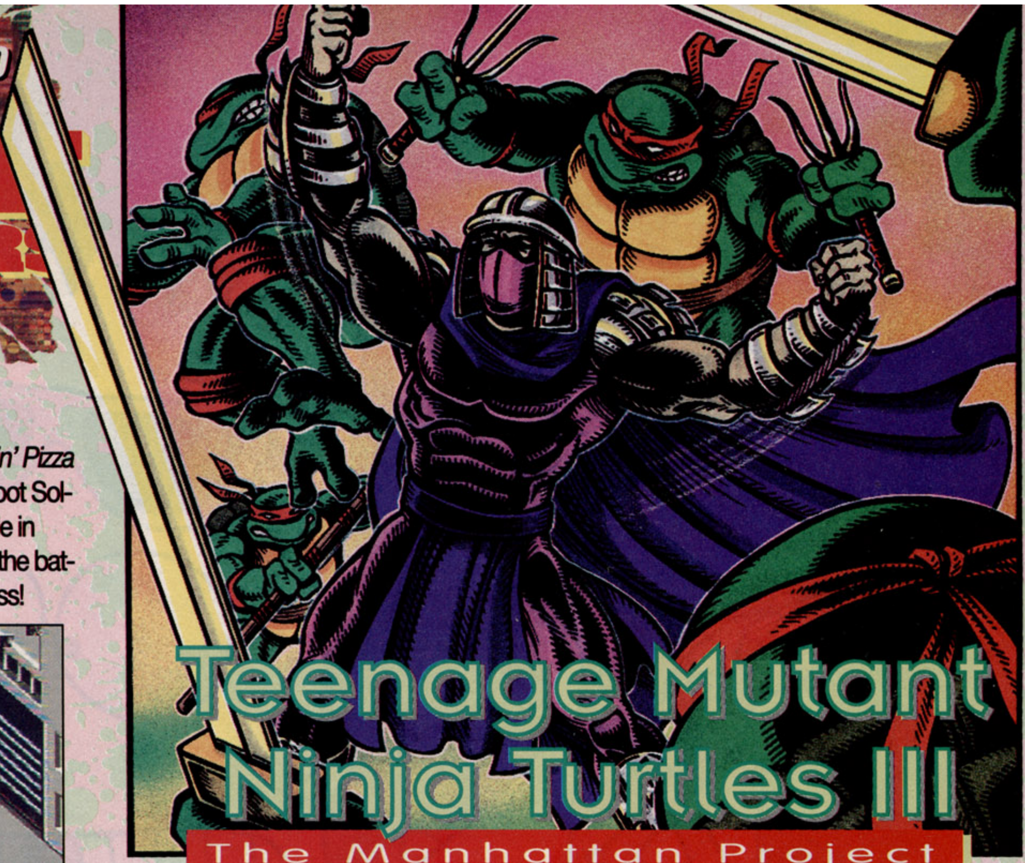
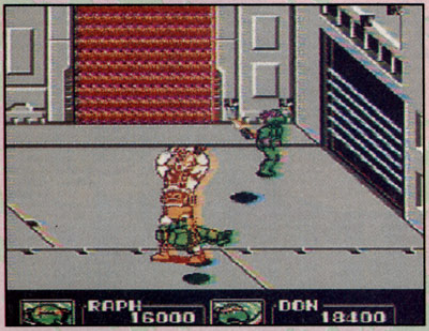


Teenage Mutant Ninja Turtles III

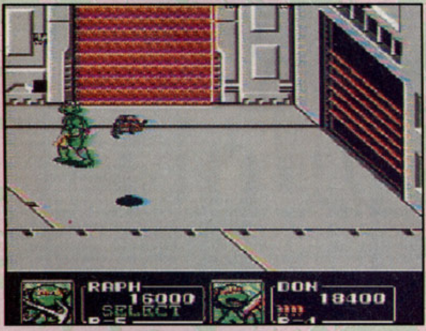
The Manhattan Project

By Boss Music

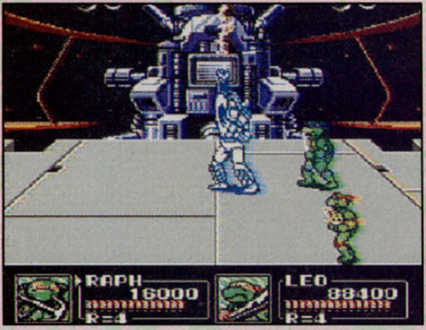
"Pizza Power! I'm talkin' Pizza Power!" Shredder's Foot Soldiers are ready to rumble in Manhattan's jungle, and TMNT III is the battleground. Now show 'em who's boss!



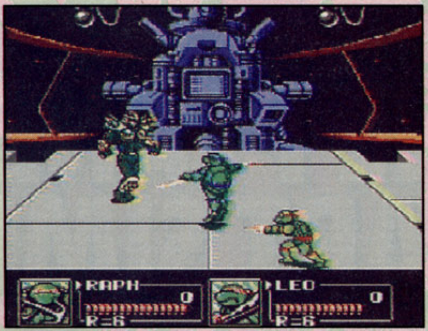
1) PROTIP: Double-team megavillain Krang and trap him against the wall. When his body splits in two, one Turtle should attack the legs and the other should take out the head. Raphael's Corkscrew attack is a big plus.



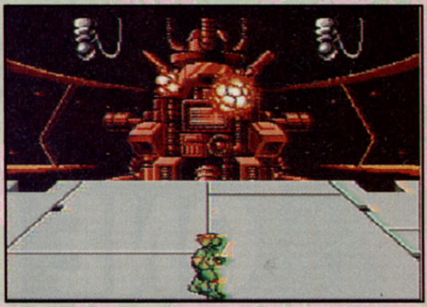
2) Krang's brain flees to fight another day.



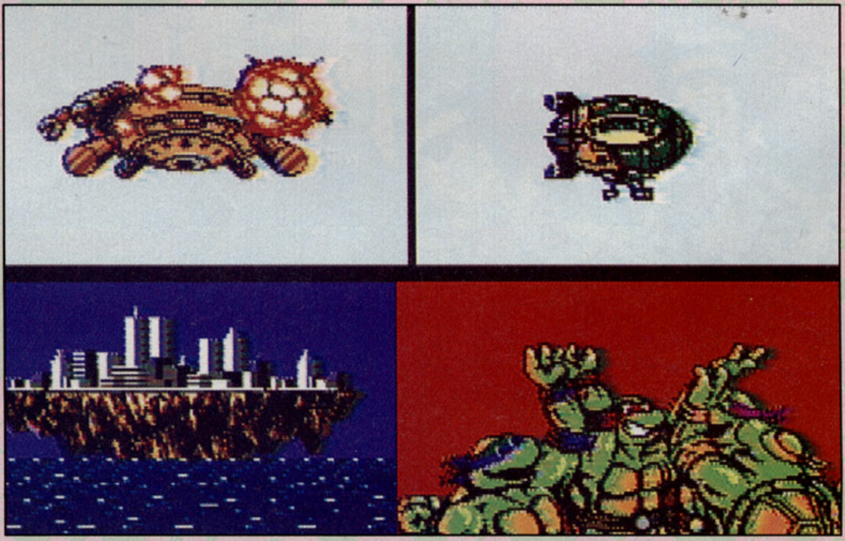
3) PROTIP: Move fast or you'll be roasted alive by Super Shredder's electrified attacks.



4) PROTIP: Give the goo-enhanced Shredder an in-his-face slash with your Sai, Katana, Bo, or Nunchukus.



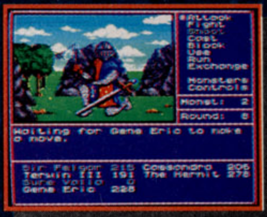
5) The Technodrome's toast!



6) Thanks once again to our heroes in a half shell, New York's back to Earth. Cowabunga, gamers!

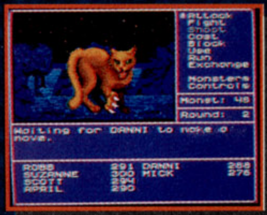
GATES TO ANOTHER WORLD...

might & magic II
Gates to Another World
LICENSED BY Nintendo
Sammy
SUPER NINTENDO ENTERTAINMENT SYSTEM
Official Nintendo Seal of Quality


Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 2
Round: 8

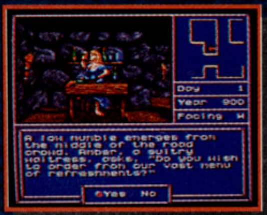
```
Waiting for Gene Eric to make a move.

Sir Felgor  215 Cassandra  206
Terwin III  191 The Hermit 278
Sure Vallo    0
Gene Eric   228
```


Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 48
Round: 2

```
Waiting for DANNI to make a move.

ROBB         291 DANNI        288
SUZANNE      300 MICK         276
SCOTT        294
APRIL        290
```


Day 1
Year 900
Facing W
Yes
No

```
A low mumble emerges from
the middle of the road
crowd. Amber, a sultry
waitress, asks, "Do you wish
to order from our vast menu
of refreshments?"
```

MIGHT & MAGIC II®:

Gates to Another World!

Step boldly through the Gates to Another World! Terror grips the Land of Cron, as law and order crumple way to barbarism and sorcery! Venture forth to solve the dark enigma that shrouds Cron, before the tales of doom and destruction come to pass!

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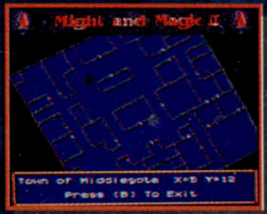
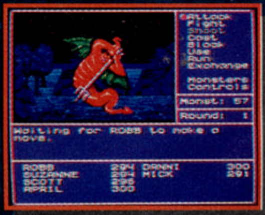
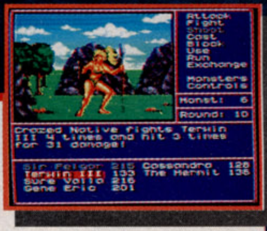

Might and Magic II

```
Town of Middlegate  X=5 Y=12
     Press (B) To Exit
```


Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 57
Round: 1

```
Waiting for ROBB to make a move.

ROBB         294 DANNI        300
SUZANNE      294 MICK         291
SCOTT        296
APRIL        300
```


Attack
Fight
Shoot
Cast
Block
Use
Run
Exchange
Monsters
Controls
Monst: 6
Round: 10

```
Crazed Native fights Terwin
III 4 times and hit 3 times
for 31 damage!

Sir Felgor  215 Cassandra  128
Terwin III  133 The Hermit 136
Sure Vallo  216
Gene Eric   201
```

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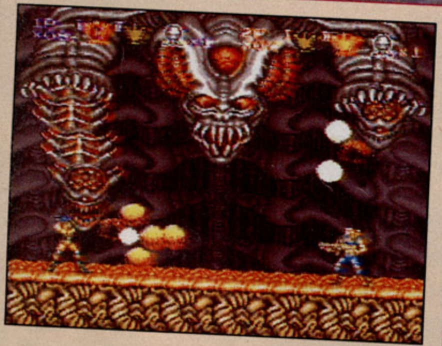
CONTRA III

The Alien Wars

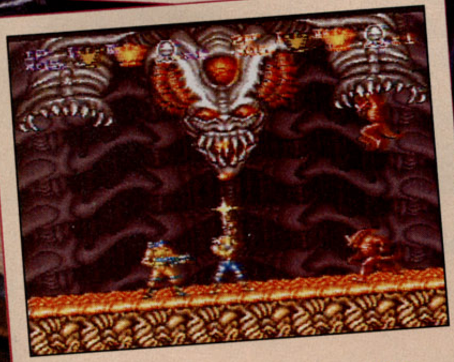
By Boss Music

Red Falcon's on the warpath once again in Contra III: The Alien Wars. For super-soldiers Jimbo and Sully, it's time to lock and load, then reach out and blast someone... or something. Get ready to flush the evil alien empire down the sewage treatment plant with this awesome ending sequence!

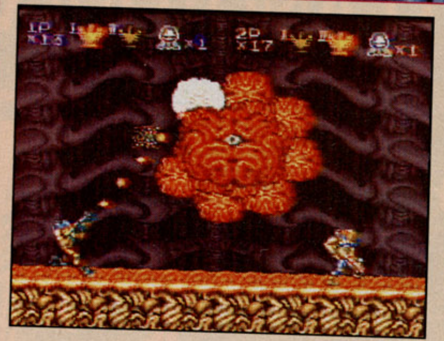
WARNING: To see Contra III's grand finale, set the Skill Level to Normal or Hard!



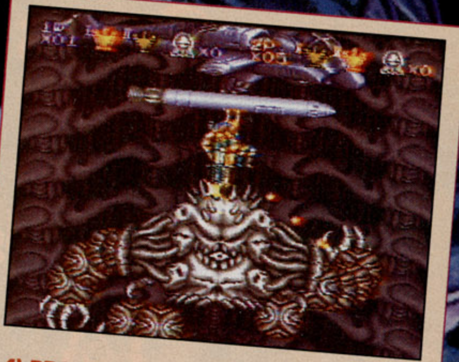
1) PROTIP: It's Red Falcon, take one! When you face off with the main monstrosity, have one player blast his left claw and the other player dismember the right claw.



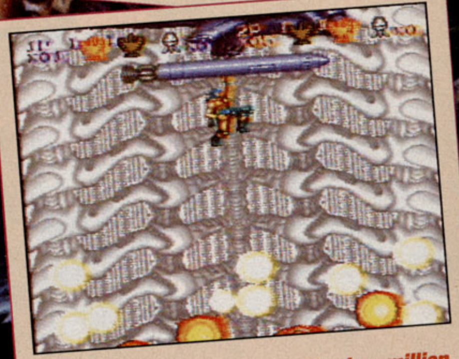
2) PROTIP: Now it's face-to-head! One player should shoot Falcon's skull, while the other player picks off the roving alien soldiers.



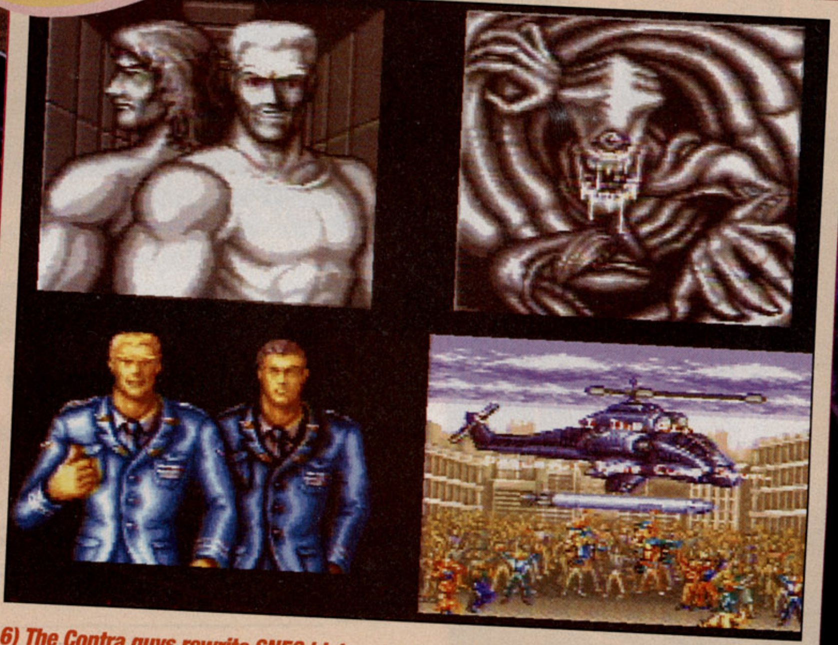
3) PROTIP: That's right boys and girls, it's Red Falcon, take two! This time his disembodied brain encircles you. He also shells you with punishing bombs and gooey, exploding membranes and eyeballs. Look for safe spots on the sides of the screen. Use Helios and angled machine guns to blow his mind.



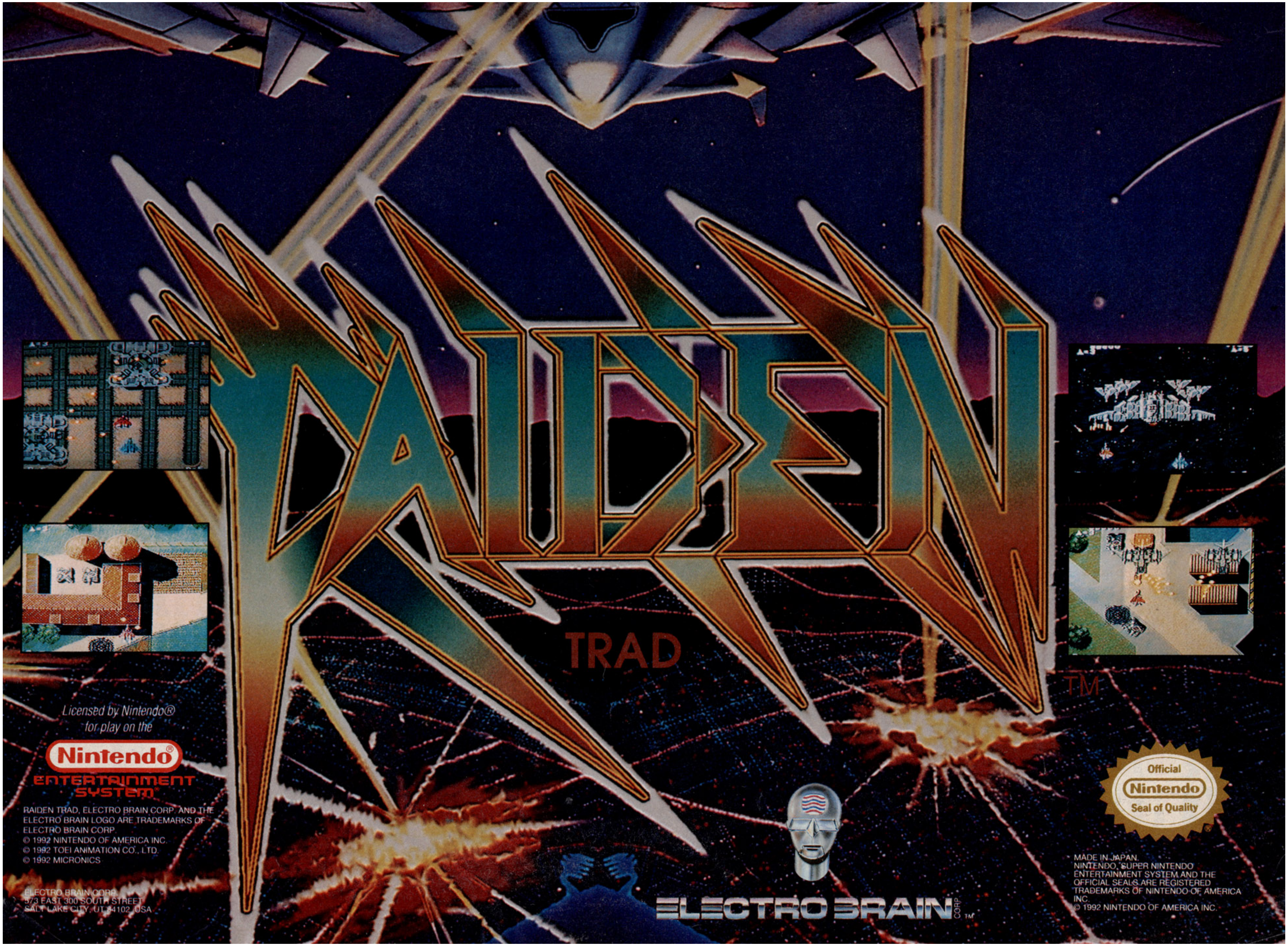
4) PROTIP: Yup, you guessed it...Red Falcon, take three! He dons a suit of steel and flies after you in hot pursuit. When he strikes with flaring tentacles, leap high and shoot continuously. To ground him permanently, shell Falcon with a bullet/bomb combo.



5) "Great shot kid! That was one in a million. Now let's blow this thing and go home."



6) The Contra guys rewrite SNES history books with another spectacular performance. Falcon's dust, his minions are incinerated, and Neo City is finally at peace.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PRO Report NEWS

Camerica Launches Aladdin Project

Camerica of **Game Genie** fame has another nifty NES gadget up its sleeve. The top-secret **Aladdin** project is under development by the company's U.K. connection, **Code Masters**. Camerica president, Dave Harding, stated in an interview with TWICE magazine that the Aladdin "will revolutionize the way games are merchandised and sold." Further product details are unavailable, but the Aladdin could be in stores by January '93. Stay tuned Pro Gamers!

KONAMI

Konami Unveils Rest of '92 Lineup

Konami recently unveiled a hot lineup of games slated for release in the second half of '92 and early '93. Especially noteworthy are a series of heavy-hitting SNES titles.

Super NES:

Axelay (September): Popular in Japan, this game is a cool-looking, side-view, horizontally and vertically scrolling space shooter. Your ship can fire from both of its sides.

Cybernator (October): It's a neat looking, side-view, horizontally scrolling, mech-style shooter. The futuristic story line features you as a marine, who fights from inside of a mech warrior. You can rotate your gun arm 180 degrees for some awesome shooting effects.

NFL Football (November): This football simulation features real NFL Teams. Graphics include overhead and side views, as well as some interesting Mode 7 tricks. For example, as your player runs downfield, the screen acts like a camera and rotates to follow the action as it moves past you.

Batman Returns (December): This hot game is, of course, based on this summer's movie of the same name.

Prince of Persia (Fourth Quarter '92): This game is slowly making its way to each of the video game systems. The SNES version has 20 levels of play and gorgeous graphics.

Tiny Toon Adventures (First Quarter '93): Look for this title to feature Buster Bunny as the main character in six stages of looney action/adventure.

NES:

King's Quest V (August): See our review in the April '92 issue of GamePro.

Contra Force (September): The next in the ongoing Contra saga.

Cartoon Workshop (November): This innovative game enables you to build your own animated cartoons – complete with dialogue, title screens, sounds, and your favorite Tiny Toon characters. Hey, you can even record your cartoon on a VCR tape and show it to your friends.

Grand Prix (December): It's a 16 course Grand Prix racing title.

Batman Returns (December): Based on the movie, this game features six stages of non-stop action gaming.

Game Boy:

Track and Field (August): Konami's popular NES hit shrinks down to Game Boy size.

Zen – Intergalactic Ninja (August): This game is a license from the hot comic book character of the same name. It features an environmental theme and four stages of side-view, multi-scrolling action. Zen also wields a magic bo staff.

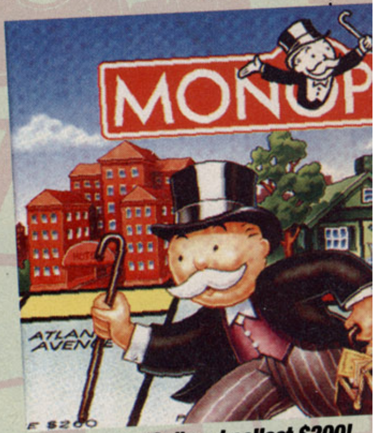
Batman Returns (Second Quarter '93): The Game Boy version of Batman Returns will not be based on the movie, but rather on Fox's animated cartoon series, which debuts this September!

Super Mario, Double Dragon Hit Silver Screen

Video games are going Hollywood again! Following on the questionable success of 1989's "The Wizard," two blockbusting **Nintendo** cartridge series are being produced for theater debuts. Production is just beginning on **Super Mario Bros.**, a live action, feature-length picture starring everyone's favorite Italian plumbers from Brooklyn – Mario and Luigi. Danny Devito was mentioned as a Mario candidate. In addition to a few other surprises to be announced soon, **Tradewest** confirms that a **Double Dragon** flick featuring Billy and Jimmy Lee is in the works. Neither movie project has a release date scheduled, so keep reading GamePro for updates!

Get A Clue

It's a dream come true for board game fanatics. Parker Brothers is bringing two classic games – **Monopoly** and **Clue** – to the SNES and Genesis systems. Monopoly has all of the essentials: digitized sound, cool animation, up to eight friends or computer opponents, and everything from Park Place to Jail. Monopoly, a big hit for the NES, is expected to score big with 16-bit gamers. Clue also features digitized sounds and unusual animations. Check out all of your favorite characters – from Colonel Mustard to Miss Peacock. You and up to six friends or computer opponents try to figure out "who done it?" Move from room to room, collect evidence, look for weapons, and solve the case. All four titles are slated for a fall release, and we'll review them in an upcoming issue of GamePro.



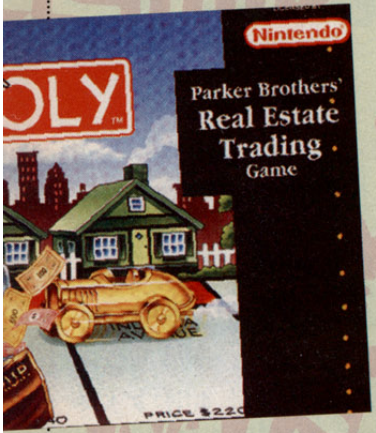
Advance to "Go" and collect $200!

Accolade Avoids Product Recall

Although an injunction blocks Accolade, Inc. from manufacturing new Genesis cartridges (see GamePro, June '92), San Francisco's Court of Appeals ruled that Accolade will not have to recall currently available games from retail outlets.

Sega Enterprises, Ltd. won an injunction which bars Accolade from selling new carts, and they posted a $1 million bond to cover Accolade's potential losses. Accolade has appealed the injunction, and has also sought to increase the bond amount. Both issues will be heard in July. In the interim, Accolade will not be forced to recall existing products published under its Ballistic label, including Ishido: The Way of the Stones, Star Control, HardBall!, Turrican, Onslaught, and Mike Ditka Football.

Accolade believes the copyright infringement injunction could impact the electronic software industry as a whole by setting a legal precedent rendering illegal a programming method known as "reverse engineering." Reverse engineering is utilized by many PC developers to insure software compatibility with computer hardware.



An organization of hardware and software manufacturers, known as the American Committee for Interoperable Systems (ACIS), has approached the Court on Accolade's behalf. The group, which includes industry giants like Seagate Technology and Unisys Corp., states that reverse engineering should remain legal to promote continued, uninhibited supplies of software. If reverse engineering is outlawed, all software publishers could be required to obtain a hardware manufacturer's license, and pay to produce software.

Good Deeds

Seems like game companies everywhere are getting into the swing of things and doing some good stuff for a lot of folks. Here's a rundown on some recent activities:

Neo-Geo Challenge

The folks at **SNK** set up a **Neo-Geo** Campus Challenge at the University of Notre Dame in April. The contest winners took home some cool prizes, which included a Neo-Geo Gold System, and a portion of the proceeds were donated to University Scholarship Funds.

Pediatric AIDS Benefit

Sega of America teamed up with KIIS-FM, a popular radio station in Los Angeles, to present a benefit concert and radiothon in support of the Pediatric AIDS Foundation. Participating celebs included Amy Grant, Jody Watley, Eddie Money, Heavy D. and the Boyz, and many more. Items auctioned off included Sega video games signed by top teen celebrities, like Brian Austin Green of Beverly Hills 90210.

Sega Star Kids Challenge

In March, **Sega of America** held their second annual Sega Star Kids Challenge. Celebrity kids like Danny Pintauro (Who's the Boss), Corey Carrier (Young Indiana Jones), Josh Saviano (The Wonder Years), and many more competed in an all-day event that included athletic and video game challenges. Four nationally recognized charities (Make-A-Wish Foundation, Easter Seals, United Cerebral Palsy, and Mothers Against Drunk Driving) divided the $100,000 competition prize.

Sonic hobnobbin' in Hollywood.

EEEK! We Goofed!

In the last issue of ProNews, we mistakenly identified **Bill Elliot's NASCAR Challenge** as a **Capcom** game. (We knew better than that!) The game is published by **Konami**! Also last issue, we listed Kablooey at a price of $39.95. Its correct price is $59.95. Don't go rushing to an NES shelf to find Steel Empire. Although we listed it as an NES game, it is built for the Genesis. Our sincerest apologies to all of these companies.

INSIDE INFO

Absolute Entertainment has joined the flocks of **Nintendo** licensees who have signed on with **Sega Enterprises, Ltd.** to develop software for the Genesis and Game Gear systems. Absolute's initial product offerings (**R.C. Grand Prix** for the Game Gear, **Garry Kitchen's Super Battletank** for the Genesis, and **David Crane's Amazing Tennis** for the Genesis) will ship later this year. In other Absolute news, the company has licensed the movie **"Toys,"** starring Robin Williams, for Super NES and Genesis development. The film and the games are planned to hit for the holiday season. **Accolade** has announced that they've inked a deal with Tri-Star to create games based on **Universal Soldier** – Tri-Star's sci-fi, action thriller flick released this summer. Ultimate human fighting machines, Jean-Claude Van Damme and Dolph Lundgren, clash in the movie and now in the game. Both feature high-tech military rumbling and raging between two emotionless, lethal, super soldiers. Accolade's licensed game lineup begins in August with a Game Boy cart, and a Super NES version is due in the fall.

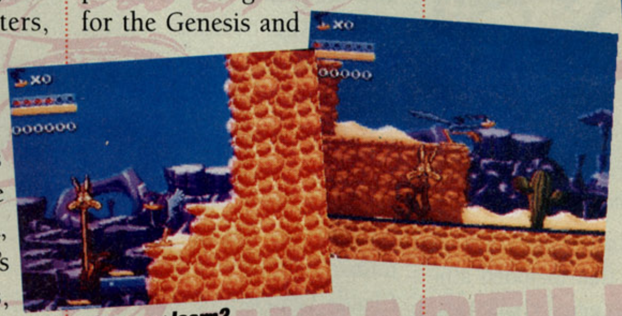
American Sammy Corp. will tour Six Flags amusement parks 'round the nation this summer. Players will sample **Battle Blaze**, the **Might & Magic** series, a new SNES football game, and get a chance to win Sammy product give-aways. In other Sammy news, the company plans to blow away **Neo Geo** arcade maniacs with the biggest side-view scrolling shoot-em-up ever. **View Point** contains digitized animation and sounds, and a full 144 megs of action. Look for View Point to pound coin-op Neos in late summer. **Atari Corp** cut its deluxe **Lynx** set to $129.99, down $20 from the introductory price. The repackaged model contains all the basic start-up play components. In addition, Atari announced two new accessories for the Lynx: a $4.99 sunshield, and a $14.99 battery pack that extends your playing time to 30 hours. Atari also celebrated its millionth Lynx cartridge sold, and the company plans to expand the Lynx lineup to 75 games by year's end. **Capcom** has announced that they've inked a deal with the NFL. No, they're not trading Mega Man to the Raiders. This is a license for an NFL football simulation title for the SNES. Look for the game to appear this fall.

Data East is busy developing **Captain America and the Avengers** for the SNES. The game is a port over from the arcade title, but has two instead of four-player game play. Also on tap is a new RPG for the SNES called **Shadow Run** Data East also plans to capitalize on the popularity of cave heros, **Joe and Mac**, with NES and Game Boy versions. **HAL America** has plans to kick off the new year with a college football title. **Nintendo** showcased its new **Super Scope 6** accessory and top-selling Super NES software on their recent "Super Power '92 – Super Scope 6 Mall Tour," visiting 32 malls in April and May. Gamers got hands-on playtime with 16-bit hit cartridges, such as **The Legend of Zelda: A Link to the Past**, **Super Castlevania IV**, and **Super Ghouls 'n Ghosts**. Prominently featured was the Super Scope 6, an infrared targeting gun accessory that comes packaged with a six-in-one game cart (see GamePro, April '92).

Renovation's going CD-ROM with an as yet unnamed role-playing title for the **Sega CD**. More on this one soon. On May 1st, Sega of America announced a reduction in the cost of the Genesis System to $129.95. There are 18 new Sega Genesis titles planned for the balance of '92. **Sonic The Hedgehog 2** is the long-awaited sequel to the original Sonic title. Expect it sometime in the fall. **Dolphin** is an innovative underwater title that stars, what else, a dolphin! **Batman Returns** is based on this summer's movie of the same name, and features digitized sets straight out of the flick. **Streets of Rage II** is a 16-meg sequel to the original game. It features more characters, competitive and cooperative two-player game play, and tons of user controllable moves. **Green Dog** is an action/adventure title that features a cool, blond, surfer dude. **Home Alone**'s coming to the Genesis, along with **Ayrton Senna's Super Monaco GP II**, two new Disney titles, a Lucasfilm game, a game based on top-selling underground comic character, Chaken, and a game in which those two hip dudes from outer space, **ToeJam & Earl**, reappear. Over the rest of 1992, Sega's predicting 150 new titles for the Genesis, from both Sega and third party licensees, Phew! More details in upcoming issues.

Leading publisher of hit role-play games, **Square Soft**, has announced several projects in development. In October '92, look for a 4-meg, **Final Fantasy**, action/RPG entry. The long awaited 16-meg **Final Fantasy III**, as well as the 8-meg **Romancing Saga** from overseas (to be renamed), will arrive in 1993. Finally, the company's first North American foray into the Super NES CD market will be a 200-megabit Final Fantasy adventure, that's scheduled to release next year. **STD Entertainment**, the world's largest manufacturer of computer joysticks, is developing a line of programmable controllers for 16-bit systems. For the Super NES, the SN Programmable is a cool-looking, partially transparent joystick, which enables users to program up to three multi-button moves into its three auxiliary buttons. An LCD screen displays your button inputs. The SN Programmable Pad and the SG Programmable have nearly identical features. In addition, STD has announced plans to market games for the Genesis and the Game Boy. Carts should be available next year. The company is also developing virtual reality software and hardware applications for both systems. In **Sunsoft's Death Valley Rally**, you as the Road Runner must out-speed and out-wit the sly Coyote's devious, deadly, and defective ACME gadgetry. Look for Death Valley's super-speed 16-bit action to blitz the SNES scene this holiday season.

Turbo Technologies has announced some key changes in their marketing strategies for the **TurboGrafx-16** and **TurboGrafx-CD**. First off, **Bonk's Revenge** will be packaged with the TG-16 system, which retails for $99. In another move to boost sales and perhaps get a lead on the burgeoning CD market, TTI announced that the TurboGrafx-CD will now retail for $149.99, a 50% drop in price! Mick and Mack, alias the **M.C. Kids**, return to clean up the Earth on the Genesis. In an all-new, as yet untitled, 16-bit cart, the M.C.s must save the ecosystem by squirting dirty villains who never recycle their refuse.


Will Wiley ever learn?

A Mick and Mack attack for the Genesis!

When the Kids arrive in October, **Virgin** promises tons of character animations; smooth, multi-directional screen scrolling; and the fastest action since Sonic . In other news, Virgin has announced two Mega CD titles – **Out of this World** and **Terminator**.

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals July 1992

Nintendo NES

1. Teenage Mutant Ninja Turtles III - The Manhattan Project
2. Tecmo Super Bowl
3 Yoshi
4. Ferrari Grand Prix Challenge
5. Tiny Toon Adventures
6. Mega Man 4
7. Hatris
8. Paperboy 2
9. Terminator 2: Judgment Day
10. Hook

Super Nintendo

1. Contra III - The Alien Wars
2. John Madden Football
3 Legend of Zelda - Link to the Past
4. Super Adventure Island
5. Super WWF Wrestling
6. Krusty's Fun House
7. Super Off Road
8. Extra Innings
9. Pebble Beach Golf
10. Super Battletank - War in the Gulf

Sega Genesis

1. David Robinson's Supreme Court
2. Bulls vs. Lakers & The NBA Playoffs
3 Simpsons: Bart vs. the Space Mutants
4. Splatterhouse 2
5. Sports Talk Baseball
6. John Madden Football '92
7. Krusty's Fun House
8. Joe Montana II - Sports Talk Football
9. Arch Rivals
10. Ferrari Grand Prix Challenge

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

In the June Blockbuster Top Ten listing, the Top Ten Genesis game rentals were erroneously listed under the "Super Nintendo" heading. The Super Nintendo titles were listed underneath the "Genesis" heading. GamePro apologizes for this error and any confusion caused by it.

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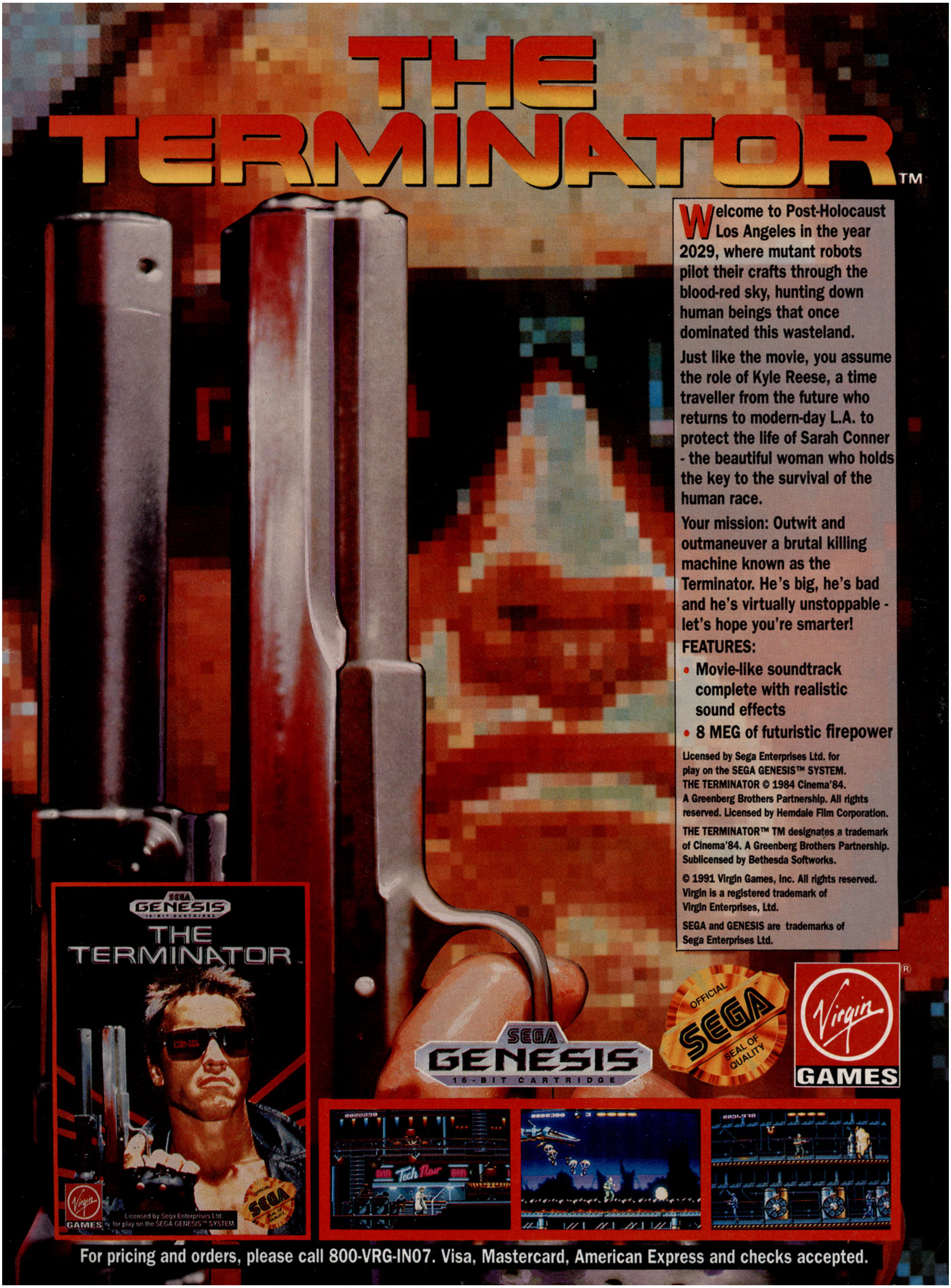
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BAR Tech Noir BAR

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FEATURES:

- Movie-like soundtrack complete with realistic sound effects
- 8 MEG of futuristic firepower

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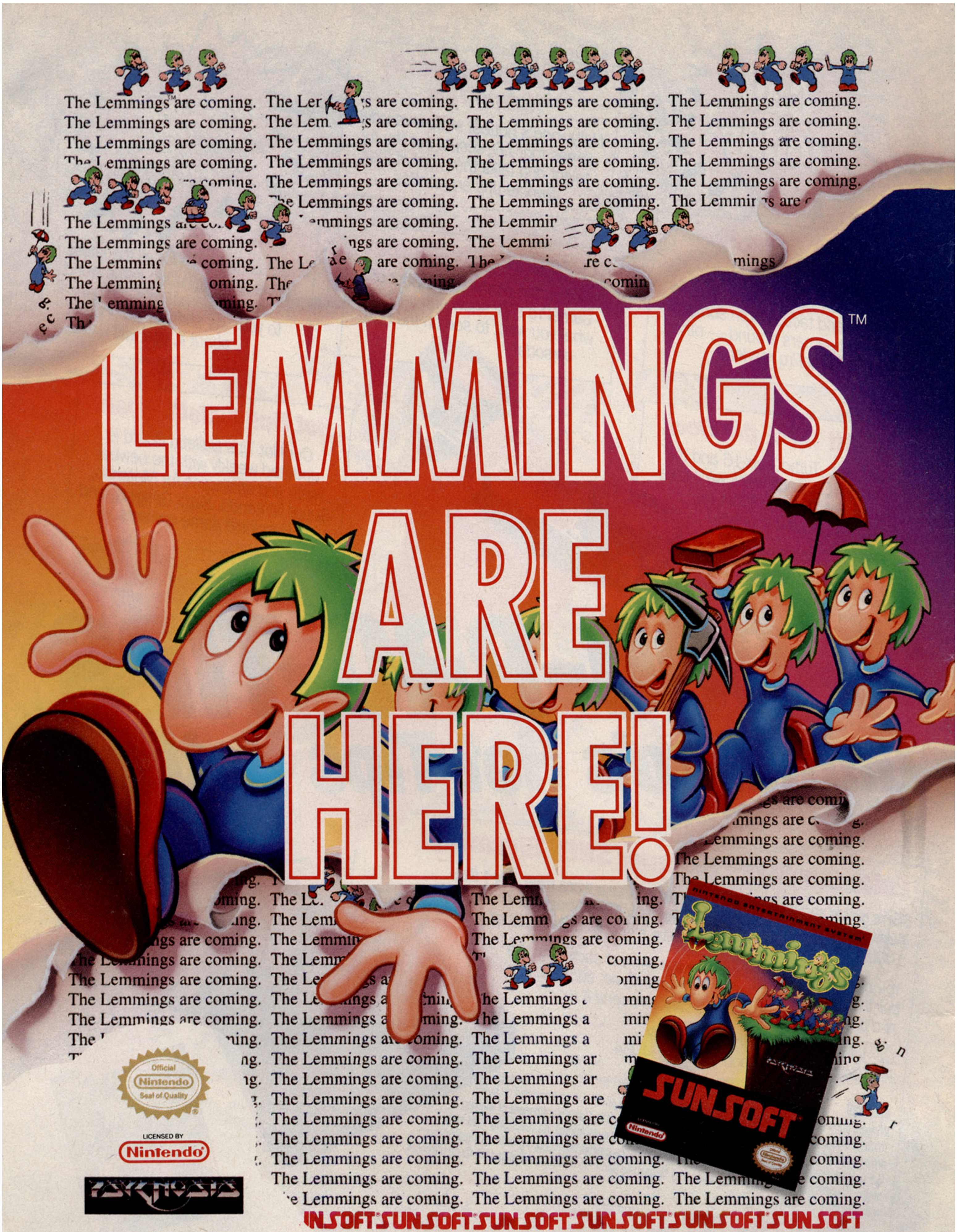

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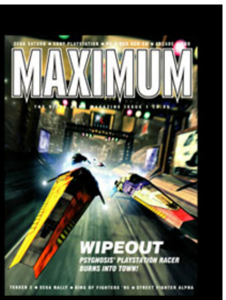

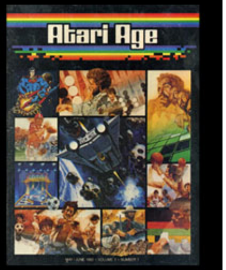

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